The History of SR388

The Chozo

An ancient race of bird-like humanoids once populated several planets across the galaxy. They were brilliant scholars, incredible warriors, and peaceful above all else. Their pursuit of knowledge led to technological advancements beyond anything in the galaxy today. One of their most significant discoveries was a small, desolate planet labeled SR388, which held a secret: a peculiar parasitic creature called a Metroid.

The Chozo were fascinated, studying the Metroids' energy-sapping abilities and seemingly invulnerable hides. The endless amounts of energy these creatures produced offered incredible scientific possibilities. It wasn't long before the Chozo were harnessing these capabilities, and soon after, SR388 became a flourishing colony.

However, the Chozo were unprepared for the dangers presented by maturing Metroids. The creatures morphed from one stage to the next and multiplied so quickly that all attempts to control them soon collapsed. The Chozo's ambitions rapidly shifted to a struggle for survival.

The Chozo came to an understanding that the Metroids weren't only a threat to the planet, but, in the wrong hands, a potential threat to the entire galaxy. They devised a plan not only to stop the Metroids, but to prevent anyone from using them to their own ends. They flooded sections of the planet with a purple liquid that put native wildlife into stasis, and severely burned any non-native life. The Chozo then placed seals in each major region of SR388's interior. Unlocking a region's seal and draining the purple liquid would require the destruction of every Metroid in that region. So, to venture to the next region, working deeper into the planet, an intruder must destroy every Metroid in the region before. Splitting up the Metroid population this way was the only plan the Chozo could pull off without falling prey to the Metroids themselves.

The events that followed are lost to time. Theories of the Metroids escaping and destroying the Chozo, and murmurs of infighting between the once-peaceful species, can be found throughout history books, but this is little more than speculation. No one knows what became of this brilliant race—not even the small pockets of Chozo still living today.

The History of SR388

Fast-Forward to the Year 20X5

The Chozo's security system was partly effective. It kept most of the Metroids in stasis deep within the planet, but some Metroid larvae—their most familiar bulbous form—escaped to the planet's surface, where a group of researchers captured them. The findings matched those of the Chozo: the Metroids had incredible potential if studied and utilized properly, but were also a danger in the wrong hands.

A group of guerilla fighters known as the Space Pirates made a name for themselves in the earliest days of the Galactic Federation—the galaxy's governing body, made up of the leaders of many planets—by striking frigates, taking cargo, then disappearing without a trace. Over time, the Space Pirates grew in numbers, their attacks more fearsome, until they became known more for invading and claiming planets, then enslaving the inhabitants. It was this group that heard rumors of a deadly parasite in the hands of researchers on the fringes of the galaxy.

The Space Pirates wasted no time. They'd attacked Galactic Federation ships full of trained personnel; a research station housing civilian scientists was hardly a challenge. With little effort, the Space Pirates came into possession of one of the galaxy's greatest dangers: the Metroids.

The surviving researchers relayed the news to the Galactic Federation, along with some disturbing details: they'd found a way to multiply the parasites with beta rays, which the Space Pirates learned about. The Galactic Federation rallied their forces and scoured the galaxy for the Space Pirate base, hidden on the remote planet of Zebes. They launched an assault, but the Space Pirate numbers had swelled to such an extent and their fortifications on Zebes were so defensible that the once-mighty Federation had to retreat from battle.

Out of options, the Galactic Federation decided to send in one mysterious Space Hunter, clad in red and yellow armor, who went by the name Samus Aran. Samus was so secretive that most weren't even sure if the hunter was a man or a woman. A lone wolf, Samus had proven herself through the solo completion of several missions thought impossible, which earned her a reputation for pulling victory out of the direst circumstances. Samus took the job with little hesitation; she had lost her parents as a child to an attack on her home planet K-2L by the very Space Pirates who were now threatening the galaxy. Whether driven by duty, revenge, or the desire to maintain her reputation as the best of the Space Hunters, Samus headed for Zebes.

Once there, Samus infiltrated the planet. Upon reaching the guts of the Space Pirate base, she found the second-in-command, the pterodactyl-like Proteus Ridley, the one who had personally taken Samus' parents from her. For Samus, Proteus Ridley wasn't just a roadblock keeping her from completing her mission; this fight was personal.

After a fierce battle, Samus claimed victory, but the fight was far from over. The mechanized nerve center of the base, known as Mother Brain, was still running the Space Pirate and Metroid-cloning operations. For the galaxy to be made safe, Mother Brain had to be destroyed.

As Samus made her way across Zebes toward Mother Brain, the Metroids were cloned and released into the Space Pirate base to stop her. Defeating them seemed impossible—every attack simply bounced off them—but Samus' cool head and quick thinking led her to discover the Metroids' weakness: the freezing temperatures produced by an Ice Beam.

What set Samus apart from other Space Hunters was not only her combat prowess and adaptability, but also her Chozo-made Power Suit, which allowed her to rise above normal human limitations. After Proteus Ridley attacked her planet, she was adopted by a small Chozo clan on Zebes. The few remaining Chozo were a far cry from the incredible empire they'd once been, but they carried with them some of the secrets of their ancient ancestors. The Power Suit numbered among these, along with its capability for modular upgrades, among which was the Ice Beam. While the Space Pirates were out pillaging and plundering, they had inadvertently created their own greatest enemy: Samus Aran. Now, decades later, she was not only destroying the Space Pirate generals and their main base of operations, but she was capable of destroying their greatest weapon, a feat considered impossible by those who had come into contact with the Metroids.

Samus eventually reached Mother Brain's chamber, and the final battle ensued. Pushing her abilities and resources to their limits, Samus persevered until she came face-to-face with Mother Brain. Then and there, Samus dealt the final blow to the Space Pirate leader, ending the conflict that had kept the galaxy's fate teetering on a knife-edge.

The History of SR388
Samus Returns

The fight on Zebes took Samus' reputation from capable Space Hunter to legendary hero. Unfortunately, the schemes of the Space Pirates and Proteus Ridley didn't end there, and the Metroids reappeared to pose a threat time and time again. Always, Samus was the one called on to put an end to them. The last time Proteus Ridley was seen, he was defeated once and for all, and the Space Pirate scourge was considered destroyed—or, at the very least, incapacitated.

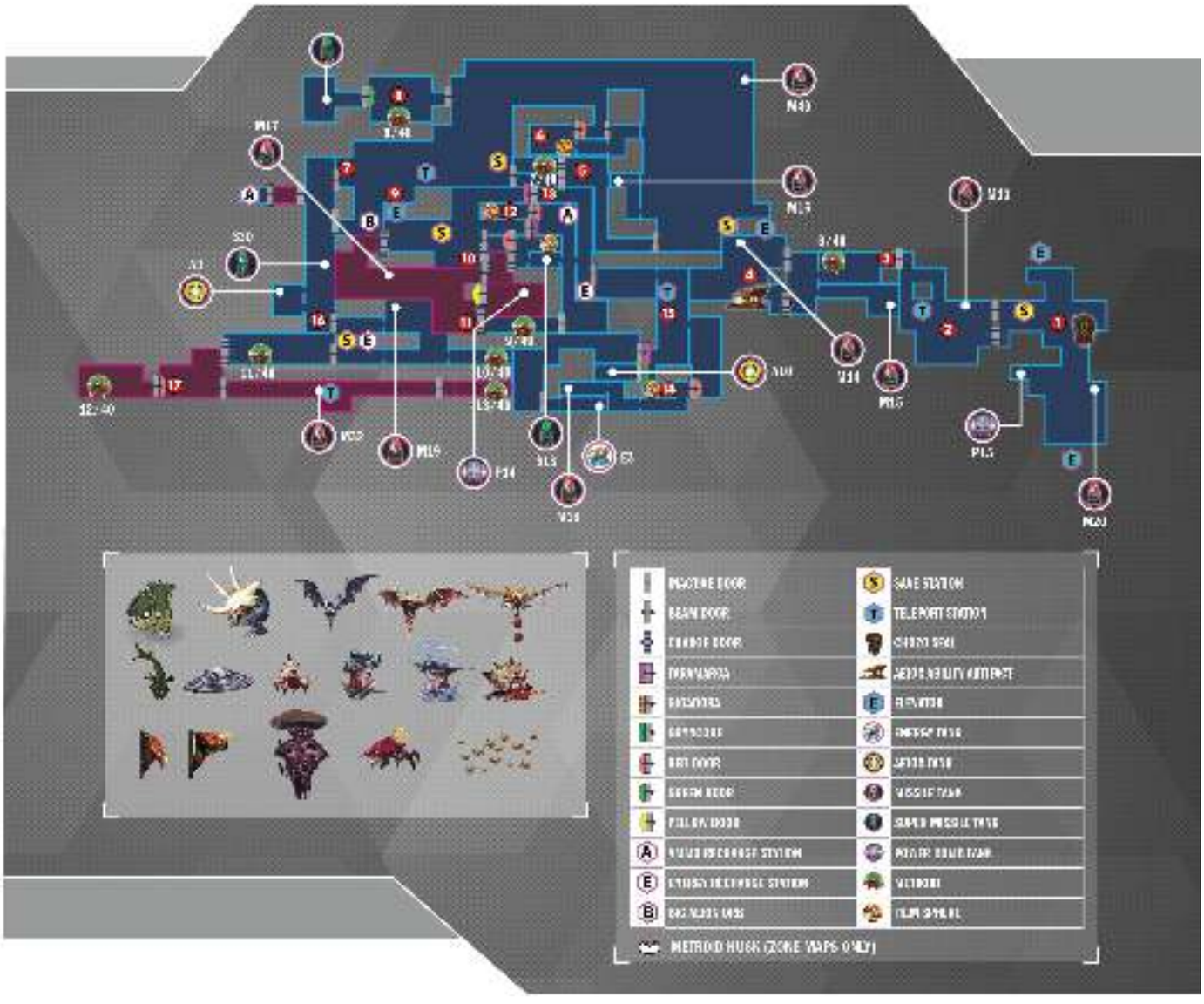
Even with the Space Pirates out of commission, their large-scale attacks and constant abuse of the Metroids led the Galactic Federation to deem the Metroids too big a threat to be left alive. The decision was unanimous: the Metroids had to be eradicated. A group of researchers was sent to investigate the planet SR388, but communication was lost soon after. A search-and-rescue party of Galactic Federation Police followed, but they too went missing.

Then the Galactic Federation did what by then had become natural: they called on Samus Aran. Knowing firsthand what the Metroids were capable of and how to defeat them, Samus took the job and flew directly to SR388.

This is where our story, Metroid: Samus Returns, begins...

Area 2

Area 2 : part I



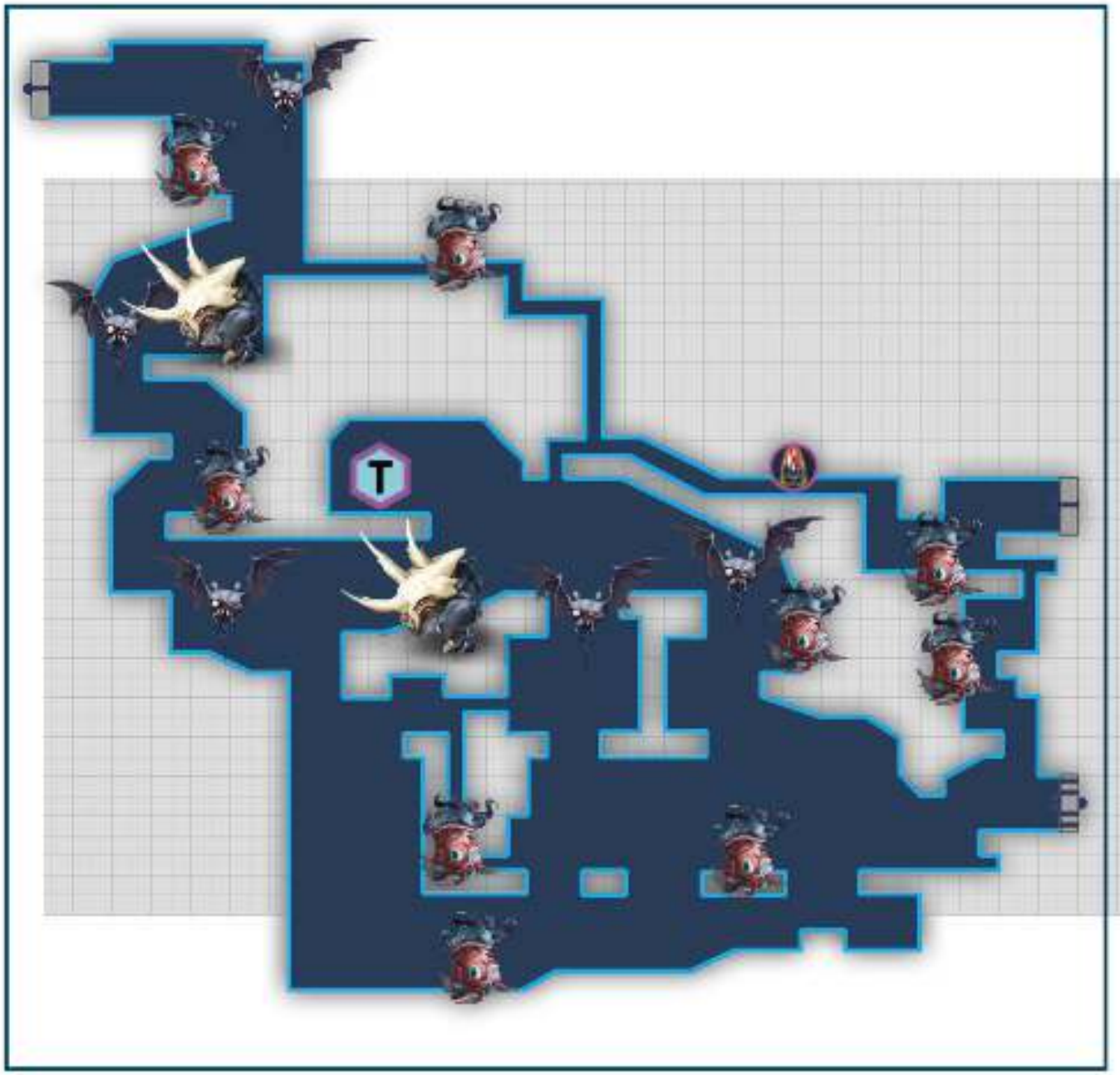
1 As with the start of Area 1, your first task is to find the Chozo Seal. Follow the path until it splits (pictured in our screenshot). Heading to the left takes you to a Save Station. The Morph Ball passage on the right eventually leads to the Chozo Seal, so set out in that direction whenever you're ready.

MOTO

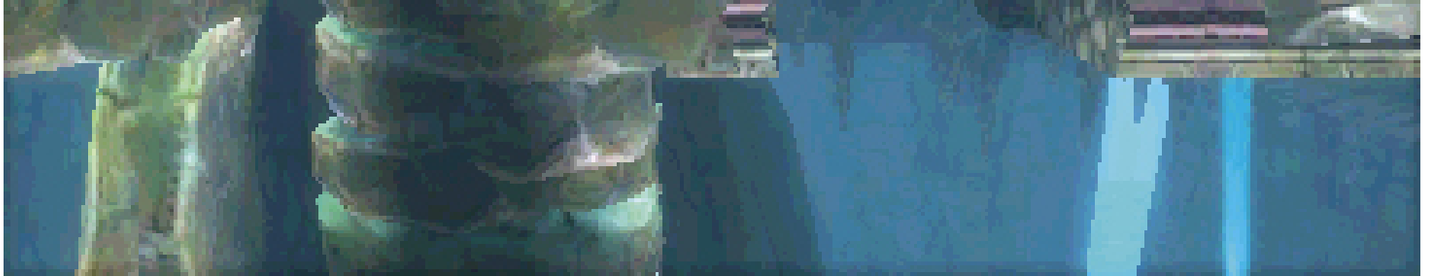
You encounter a new enemy in this area: the hard-headed, horned Moto. A Moto's head carries both its best defense and best offense. Damaging it with anything other than missiles requires you to shoot it in its hindquarters, as its mask deflects almost anything you throw at it. In addition, it's a very aggressive creature, charging at anything it doesn't like and dealing a ton of damage if it lands a hit.

The good news is that its aggressive nature is also its biggest weakness. Every time it charges, you have a counter opportunity, either with a Melee Counter or by jumping over it and shooting it in its soft back bits. Whatever method you use to dispatch a Moto, avoid getting hit by its charge attack, as it takes a big chunk out of your health.

The passage on the right leads you to the next Chozo Seal. Upon your arrival, eight lights appear on the seal. You're going to be busy in this area.



2 Go through the Charge Door on the left side of the room. This next room features some tricky platforming. Water covers the bottom of the room, while narrow platforms sit just above it. Head left across the platforms until you reach a Morph Ball path.



Defeat the Moheek, then Spider Ball your way up the passage. Head through the right passage, then jump over to the platform to the right.

Spider Ball around the bottom of this platform and jump to the next platform to your right, then up to the platform above and to the left of it.

From here, jump along the platforms while heading left to exit this room. Make sure to get close enough to the Teleport Station to activate it on the way.

3 Climb straight up the corridor and proceed through the door on your left to reach the next Metroid.

MISSILE TANK M-13

While on your way up the corridor, destroy a Block on the corridor's right side to find a Morph Ball passage. Use Bombs to defeat the Moheek blocking the passage, then continue right.

You eventually come upon Missile Tank M-13. Head left to reach a dissolving Block that drops you out of the passage and back into 2 's room.

EVOLVED ALPHA METROID

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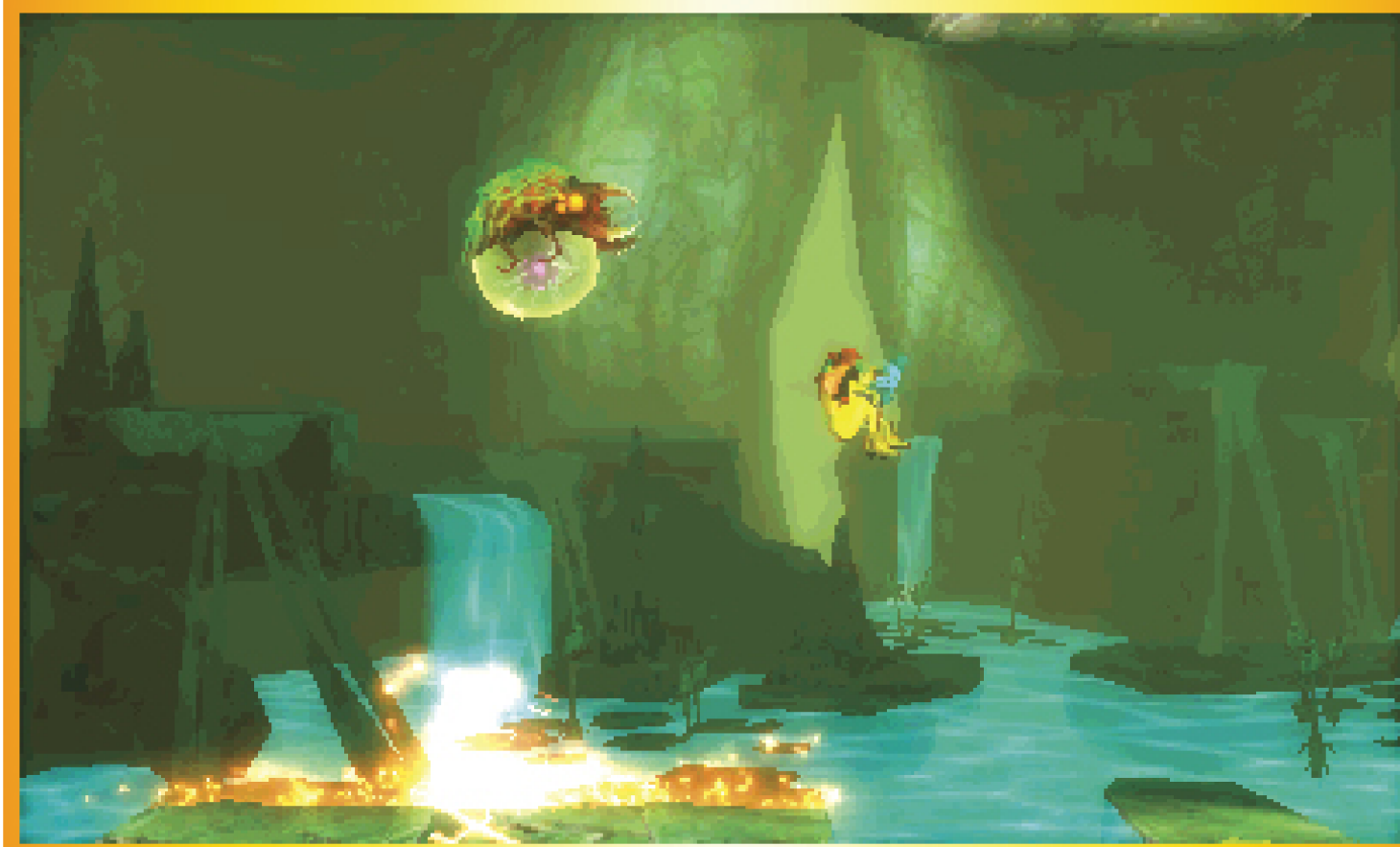
Expect a change of strategy with this next Metroid, which produces fire and fire-based attacks to deal with its adversaries.



You see a lot of the same attacks the Alphas perform, but the move you need to watch out for is its Giant Electric Mine attack. Instead of dropping small, destructible electric balls, this type of Alpha drops a single, large fireball down to the ground, which ignites whatever platform it touches. If you see this attack, get off the platform the Metroid is hovering over ASAP!

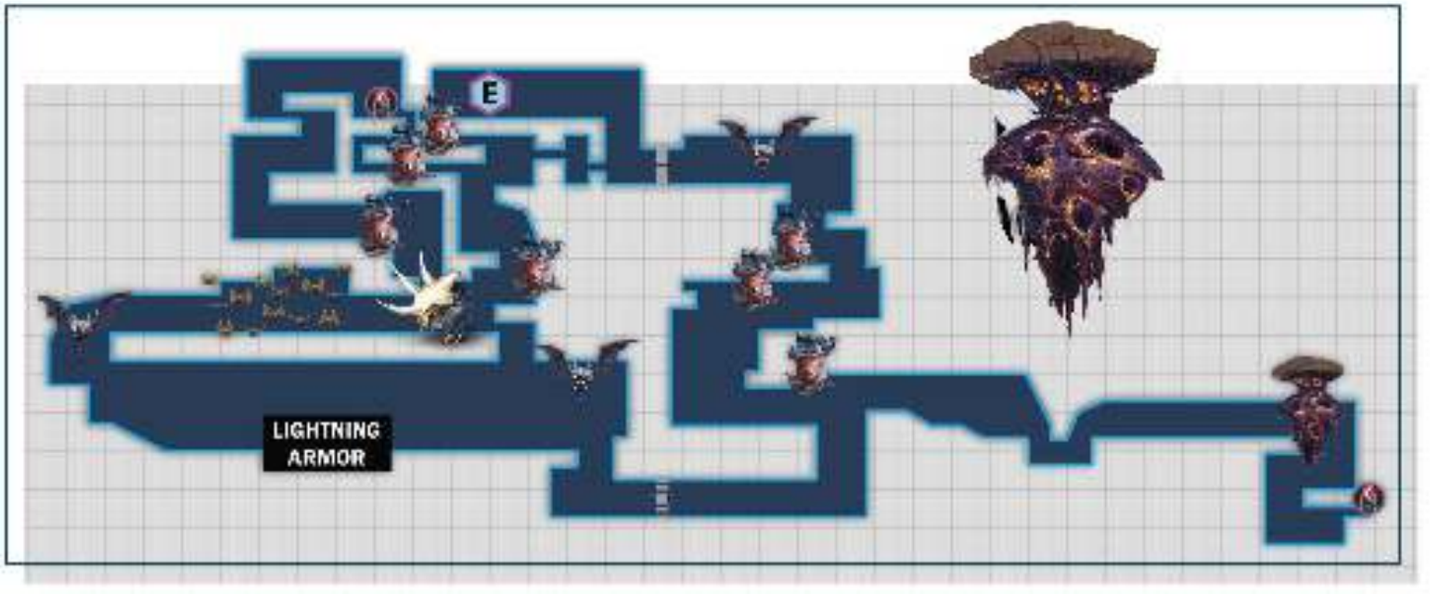
The rest of the fight plays out like any other Alpha fight up to this point. Use the sides of the chamber to get the Metroid to ram into the wall when it performs its fire tackle attack. This stops it from performing subsequent tackle attacks and gives you an opening to sneak some attacks in on its core.

You can Morph Ball in the pools of water to avoid its fire tackle as well.

Aside from the fire and the single move change, this fight feels familiar. Use what you've learned previously to make short work of the Alpha.

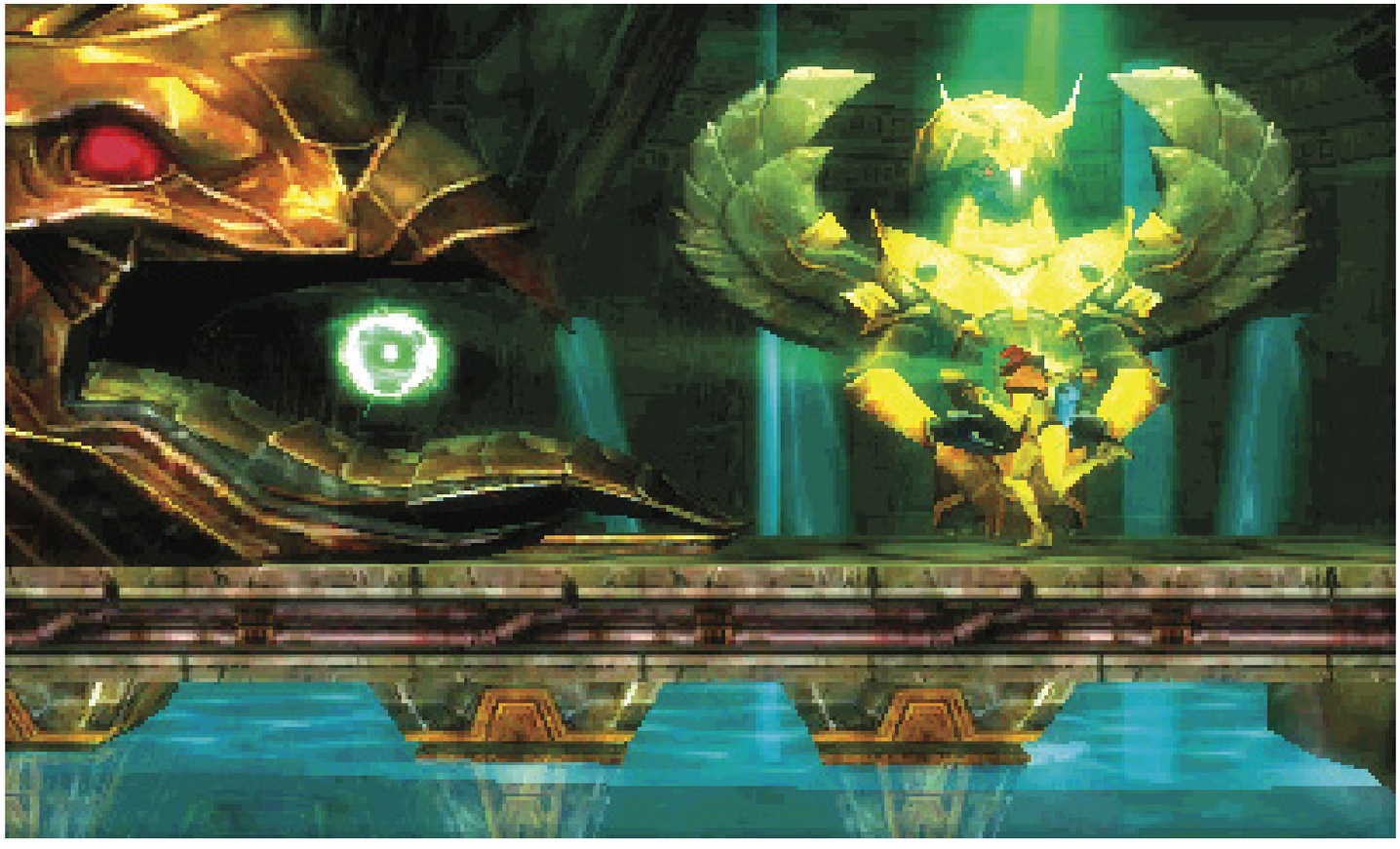
BEWARE THE SWARM

Keep a lookout for these little guys. Whenever you see this group of bugs in our zone maps, expect to confront any one of three swarm-type enemies: Parabies, Mumbos, or the Blob Swarm.



4 To escape the room, head to the left and shoot a missile at the lone Block near the top of the screen.

Jump up to the newly created hole in the wall and climb through. In the next room, jump onto the ledge above and Spider Ball from there over the red plants to avoid taking unnecessary damage, then do the same on the lower ledge.



Drop down the shaft, then continue through the Charge Door on your left. You find a new Aeion Ability called Lightning Armor in this room.

LIGHTNING ARMOR

This handy ability allows you to don a shield that protects you from nearly all damage, so long as you have Aeion Energy. Any damage you would take depletes your Aeion Energy instead—though keep in mind it's not a one-to-one exchange of damage to energy. This ability keeps you from taking damage from enemies and the red plants.

You also get a dramatically increased melee attack range, which makes Melee Counters easier to pull off. Like taking damage, performing Melee Counters while the Lightning Armor is engaged drains your Aeion Energy bar, so use them wisely.

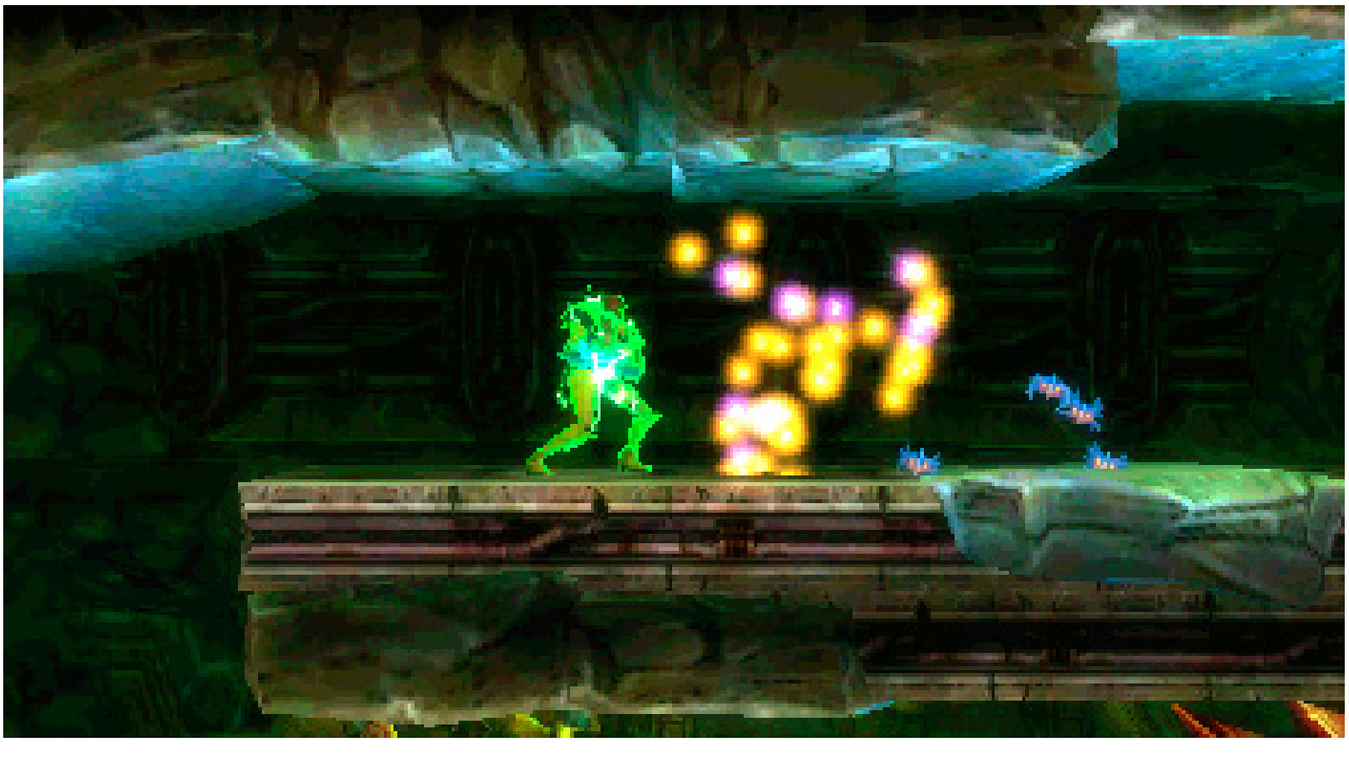
This armor can also be used against boss enemies to prevent damage from a handful of attacks. You can only avoid damage from three or four attacks at this stage, but that handful of attacks can mean the difference between success and defeat.

With the Lightning Armor in hand, follow the path to the left, up, then to the right until you reach a point where the path splits in two directions above you.

PARABY

These creatures always flock together and generally mind their own business. The biggest threat they pose is by obstructing your way. Touching them deals damage, but they never pursue you.

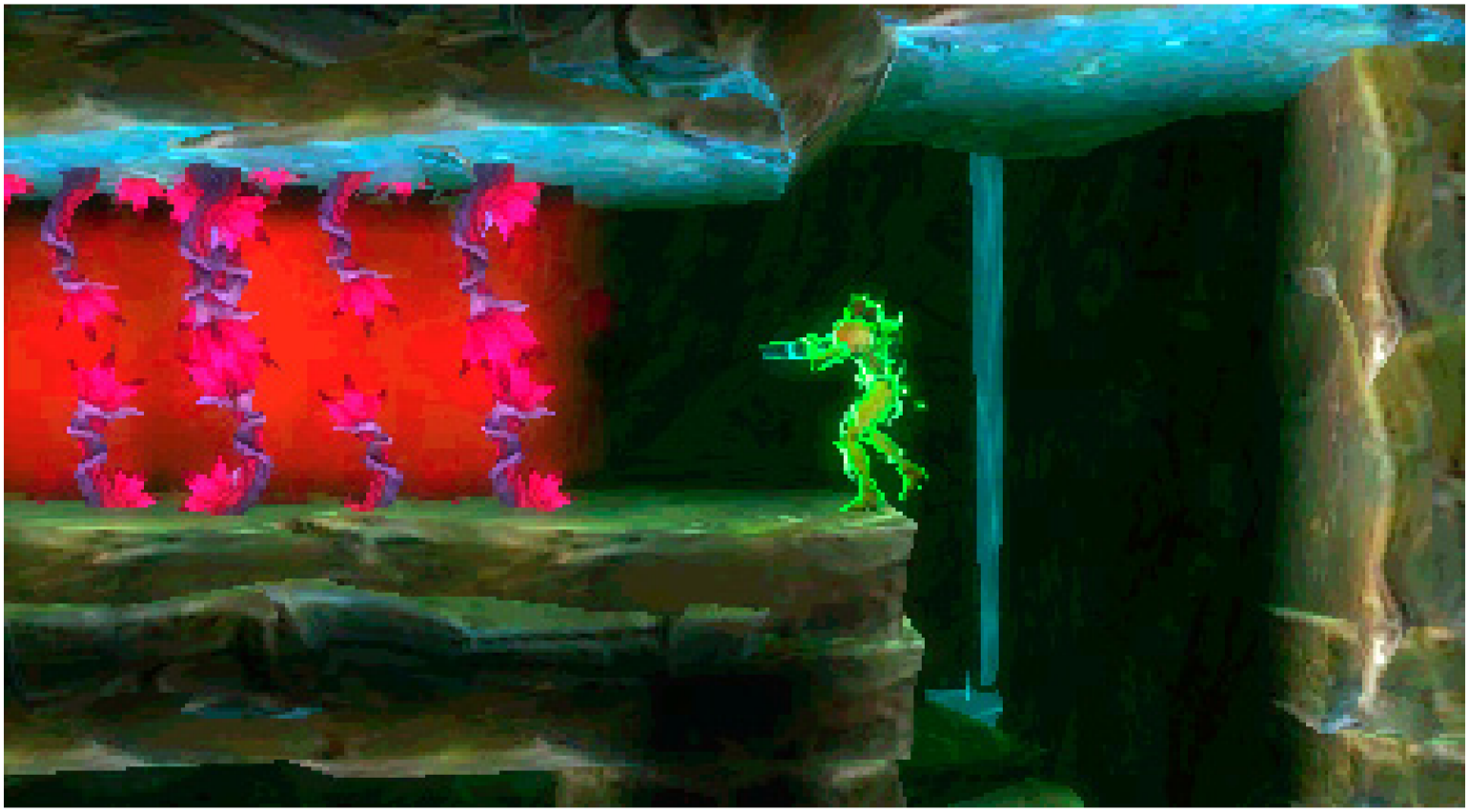
Their most useful and interesting quality is the amount of health, Aeion Energy, and ammunition they drop when defeated. Defeat them quickly by using a melee attack on them with the Lightning Armor active. You can plow through a swarm of these enemies in one or two melee attacks and come out with more Aeion Energy than you started with. These enemies offer a great way to refill your resources when Recharge Stations aren't available.



FLEECH SWARM

You don't run into Fleech Swarms very often, but when you do, move fast. The Fleech Swarm's mist latches on to your Power Suit and rapidly drains your health. The only way to dislodge it is by jumping into a pool of water. Thankfully there's always a pool not too far from a Fleech Swarm's location.

Whenever you see a Fleech Swarm, throw on your Lightning Armor and move quickly. The sooner you find water, the better.



Take the upper-left path to reach a hall with red plants lining the ceiling and floor. Equip your Lightning Armor and run through to the left.

Missile Tank M-14 is easily obtainable while you're progressing through this room. Grab it and Morph Ball into the lower-right corner of this area to fall through a Pit Block to the level below you.

Head right until you reach a small opening that's just big enough to fire through, then fire through it. Hitting the door to your right forces it open permanently.

Hop back over the wall and place a Bomb on the floor to the left of it to destroy more Blocks.

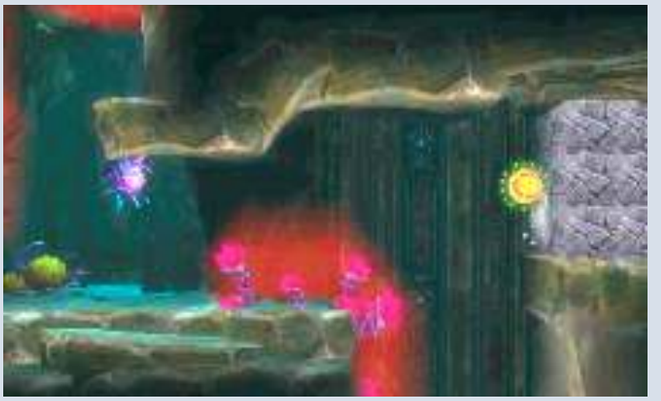
Drop down and roll under the platform to your right to find more Pit Blocks. Take the door on the right side of the room.

Spider Ball up the wall on the right and climb to the top of the room; use your Lightning Armor to avoid taking damage from the red plants along the way. Find the elevator through the now-open door at the top of the corridor. Head into the elevator; you're on your way to the next Metroid.

MISSILE TANK M-15

While Spider Balling up the wall in the corridor before the room where you obtained the Lightning Armor, place Bombs at the top of the wall.

Continue to the right, but stop when you see a beehive-like object swarming with purple mist.



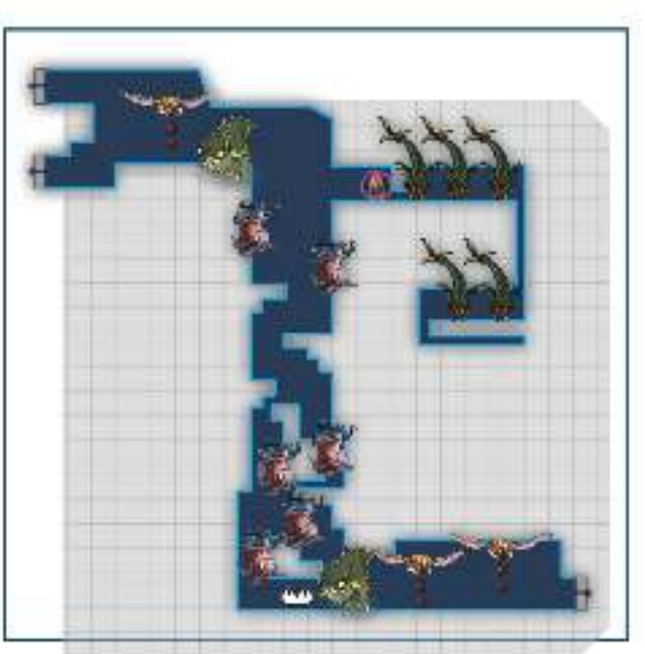
As soon as you approach the hive, the Fleech Swarm's mist latches on to you and deals continuous damage. This would be a problem if you'd visited earlier, but with the Lightning Armor in your possession, this part is a breeze.

Turn your Lightning Armor on, then roll into the Morph Ball. Roll over near the right side of the room and bomb the Blocks just before the wall.

Fall down the hole and head to the left wall. Bomb the Blocks just in front of the left wall to create another hole. The Missile Tank is easily accessible from here.

Double back to the room you got the Lightning Armor from to continue following the Walkthrough.

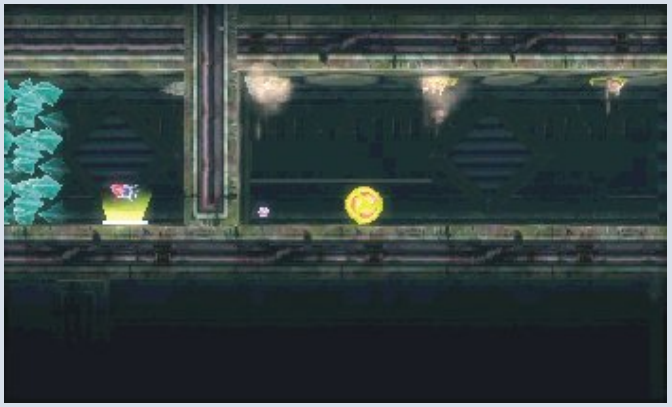
5 At the other end of the elevator's route, take the door on the left side of the room.



MISSILE TANK M-16

Before you go through the door at the beginning of 5, jump onto the ledge above the door and keep climbing until you find a Morph Ball passage to the left.

Spider Ball up the wall on the right as soon as you can reach it, then place a Bomb at the base of the left wall to reach Missile Tank M-16.

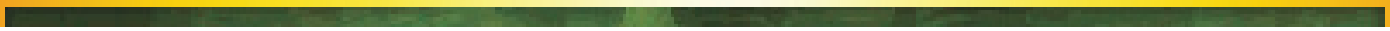


Climb up the room, avoiding and/or defeating Moheeks as you go, until you reach the two doors in the top-left corner of the room. Head through the top door to find the next Metroid.

ALPHA METROID

7/40

There isn't anything unexpected to look out for here. The real challenge is navigating the water that covers the bottom of the chamber. It makes your movement slower and changes the height and timing of your jumps; you have to be more careful to dodge this Metroid's electric charges. Don't be afraid to use your Lightning Armor to help absorb any damage you take while readjusting your timing. Alphas should be familiar to you by now, but having your jumps hindered can result in you taking a lot of damage early in the fight.



Area 2
ARACHNUS

ARACHNUS

That wasn't an Item Sphere! That was the armadillo-like native of SR388, Arachnus! Disregarding the Metroids you've fought up to this point, this marks the game's first full-fledged boss battle, and it's quite the challenge.

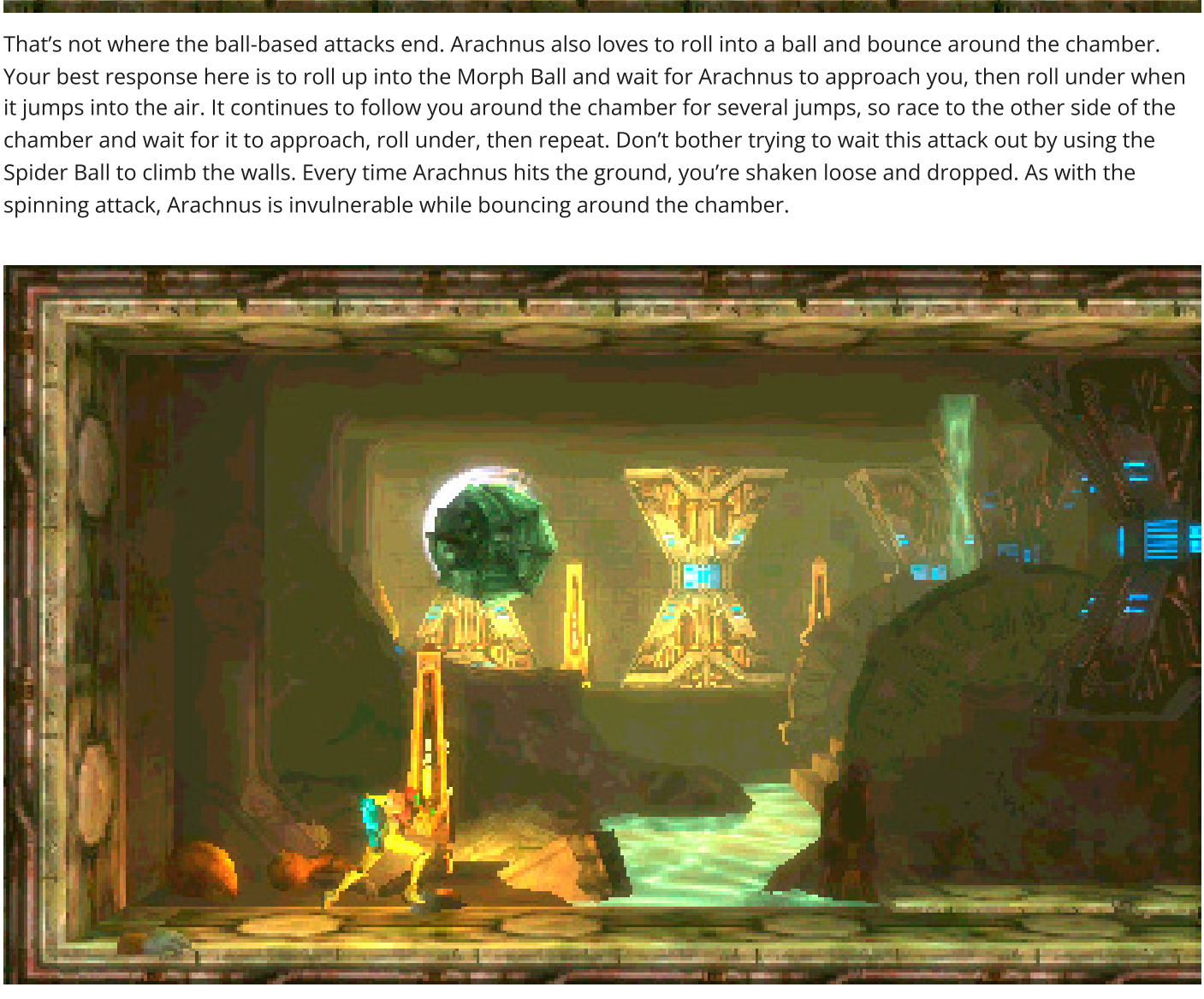
Arachnus can't be damaged if shot from behind or while it's rolled up into a ball; only shots to its red-and-yellow flesh have any hope of harming it. Missiles should be your go-to for this fight, so use them wisely. If you've followed our Walkthrough so far, you should have plenty of missiles to work with.

Use you Lightning Armor at the start. It doesn't last more than a few hits, but it gives you a bit of time to get accustomed to Arachnus' attack patterns.

One of Arachnus' more common moves is its energy wave attack. Its hands begin to sparkle, then it throws out a wave about the same height as Samus. It often performs this attack up to three times, but it may throw fewer waves. The first wave is easy to dodge, but the subsequent waves are trickier. The flashing hands are emphasized on the first wave but largely absent on follow-ups, which can catch even the most self-respecting bounty hunter unaware. The timing between waves is always the same, so focus on getting a feel for it and jumping when your gut tells you the time is right.

Arachnus rolls into a ball to perform a variety of attacks. The first is a speedy dash across the chamber. This attack is easy to dodge. Wait for it to spin up for a few seconds, then jump into the air as high as your Power Suit will carry you. You get enough hang time that even a slightly off jump puts you out of harm's way. Like the energy wave attack, Arachnus performs this attack three times in a row before stopping. Until it finishes spinning, you don't have an opportunity to damage it.

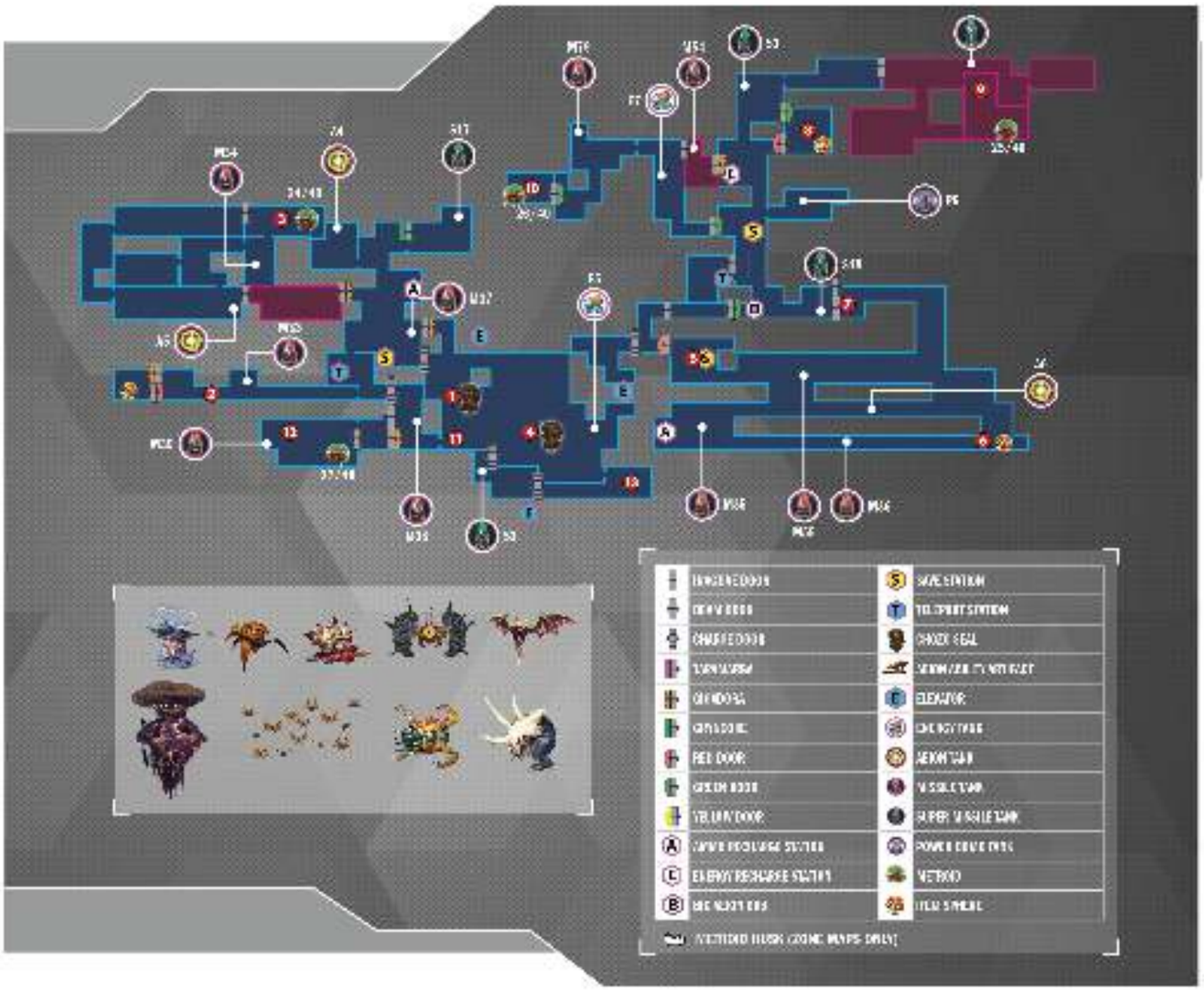
That's not where the ball-based attacks end. Arachnus also loves to roll into a ball and bounce around the chamber. Your best response here is to roll up into the Morph Ball and wait for Arachnus to approach you, then roll under when it jumps into the air. It continues to follow you around the chamber for several jumps, so race to the other side of the chamber and wait for it to approach, roll under, then repeat. Don't bother trying to wait this attack out by using the Spider Ball to climb the walls. Every time Arachnus hits the ground, you're shaken loose and dropped. As with the spinning attack, Arachnus is invulnerable while bouncing around the chamber.



Its third and final ball attack involves Arachnus jumping into the air, pausing for a moment, then slamming down on the ground. This slam creates a shockwave that damages you if you're caught in it. It's an easy attack to dodge by running away from Arachnus and jumping when it slams to the ground. It only performs this attack once before transitioning into another attack, but you can't damage it until it finishes.

Area 4

Area 4 : part I



1 After exiting the elevator, head right and drop down the opening. Once you're at the bottom, turn left. Spring and Spider Ball onto the ceiling to cross the hall without touching the purple liquid.

GAWRON

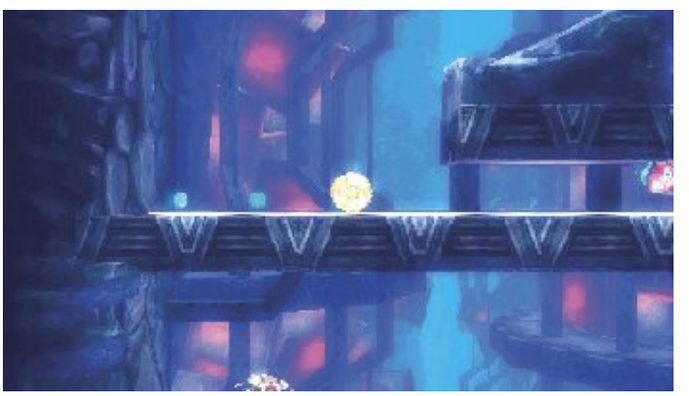
Gawrons aren't difficult enemies, but dodging them can be tricky. They ceaselessly pop out of holes in the ground and launch directly at anything they deem a threat. You can defeat them with a shot or two, but if you wait too long, you're practically guaranteed to get hit by one of them. Once they launch at a target, they move almost too fast to avoid. Your best bet is to shoot when you spot them, then get some distance from their nest.

Just before you reach the end of this hall, you encounter a Halzyn. Wait until it smashes against the ceiling before you roll past it. If you try and outrun it, you'll get smashed.

There's only one light on the Chozo Seal this time. That's strange, but regardless, you can't progress until you activate this seal.

Head left past the Chozo Seal and use the grapple point above. Spider Ball around the platform, then take the door at the upper-left side of the room.

2 Your next goal is a new suit upgrade nearby. Jump over the Save Station in the next room and continue to the left wall. Bomb the left side of the floor to create a passage to the room below.



AUTOAD

Just below the hole you created is a gold Autoad. These robotic arachnids are not only hard to destroy, they're capable of temporarily locking down your Aeion Abilities. This wouldn't be a huge issue, except that the Beam Burst is the only way to defeat these enemies. If Autoads start rushing toward you before you're able to fire your Beam Burst at them, back off immediately. Your best bet in general is to avoid them altogether, but if you must fight them, shoot them through a wall if possible.

If you get hit with their Aeion Ability disruptor field, retreat and wait five to 10 seconds for your abilities to become active once more.

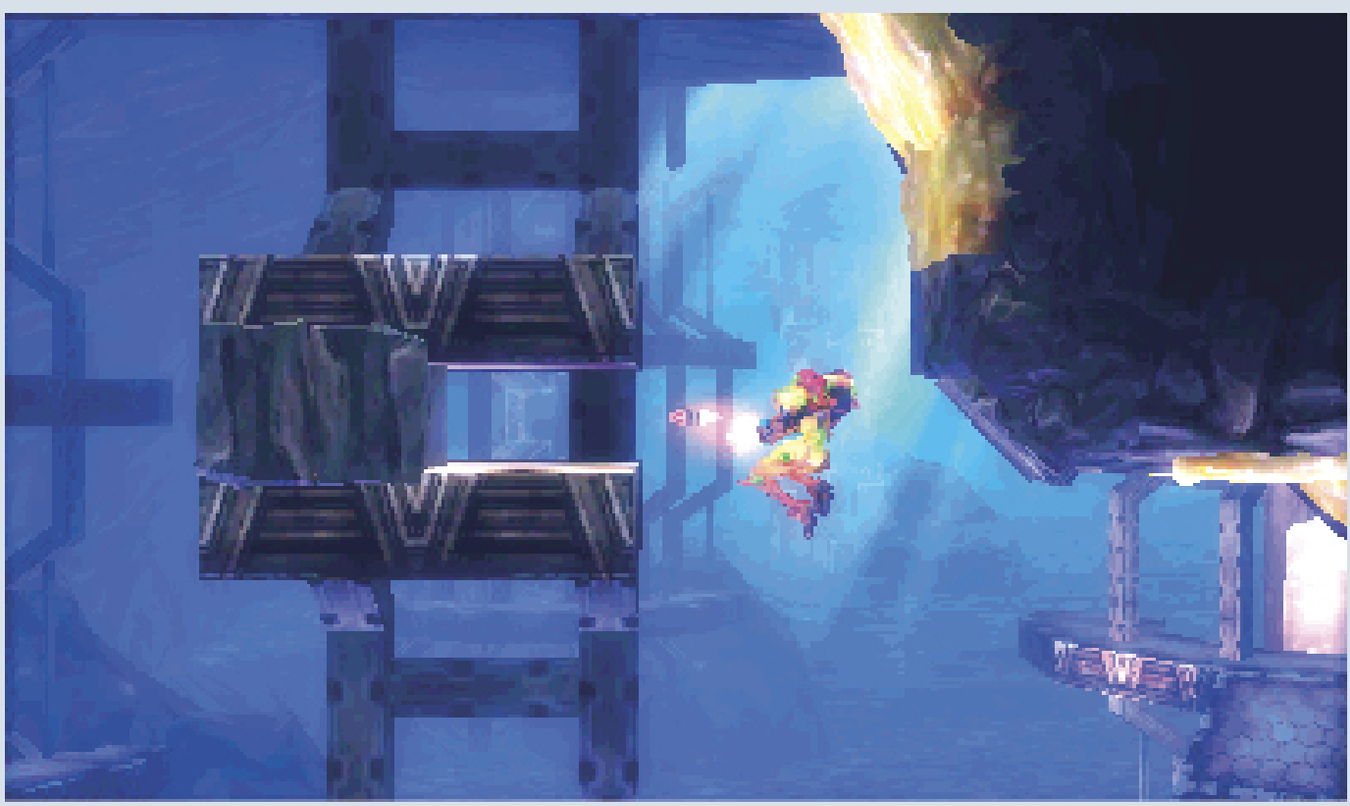
Drop to the bottom-right side of this lower room, then head through the passage on the left.

Continue left across this long, narrow hall until you reach the Red Door on the room's left side.

MISSILE TANK M-33

You can find a Missile Tank in an upper alcove at the center of the room. When you reach the Gawron nest, stop.

Switch to your Ice Beam and charge it up. As soon as a Gawron pops out, shoot it, then jump on it.

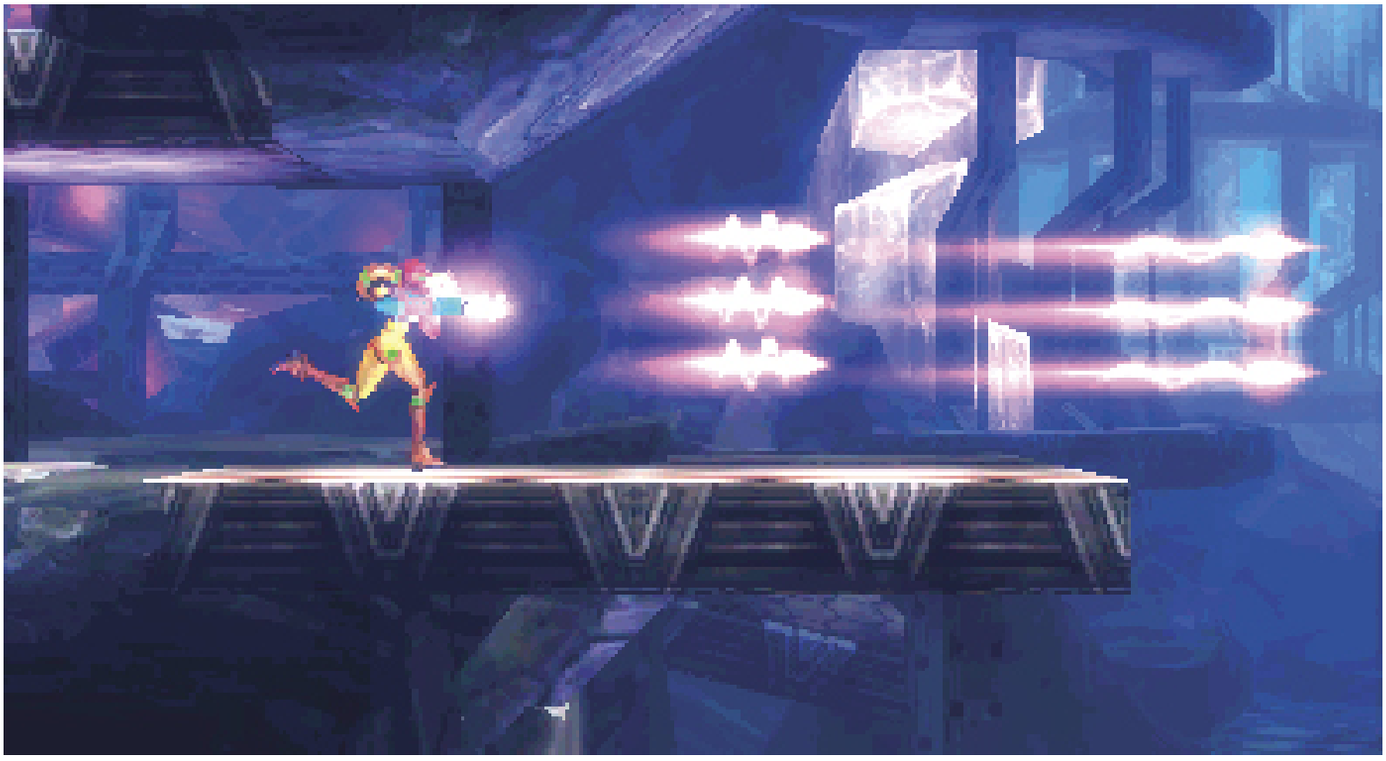


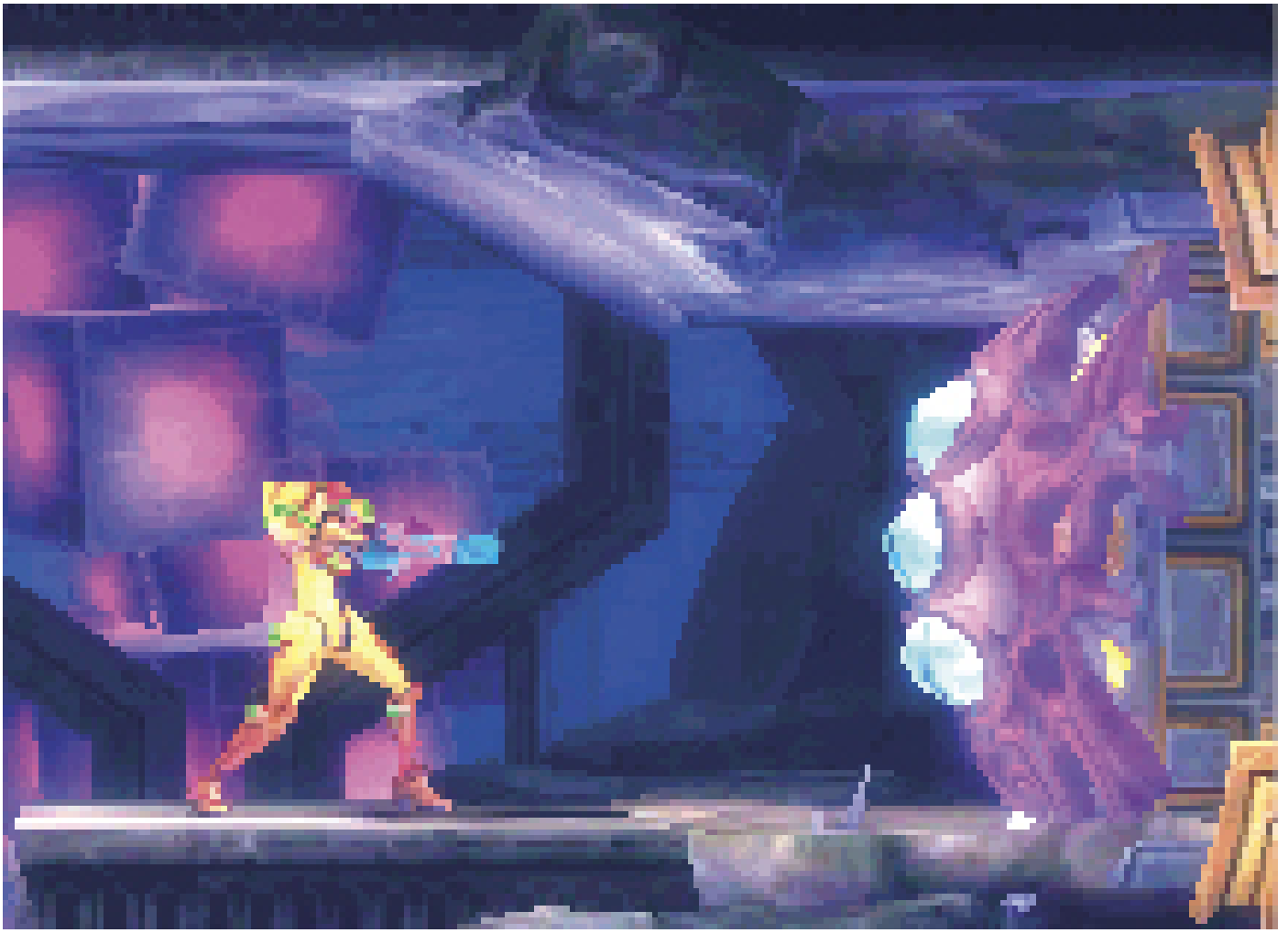
Jump up and fire a rocket into the opening on your left. The Block at the end conceals the Missile Tank. Once it's destroyed, grab onto the lower ledge and pull yourself up.

The suit upgrade awaits you on the left side of the room. Grabbing it transforms your Wave Beam into the Spazer Beam, a three-beam powerhouse.

To escape this room, jump up to the upper-right corner and shoot the Gigadora covering the door three times to destroy it.

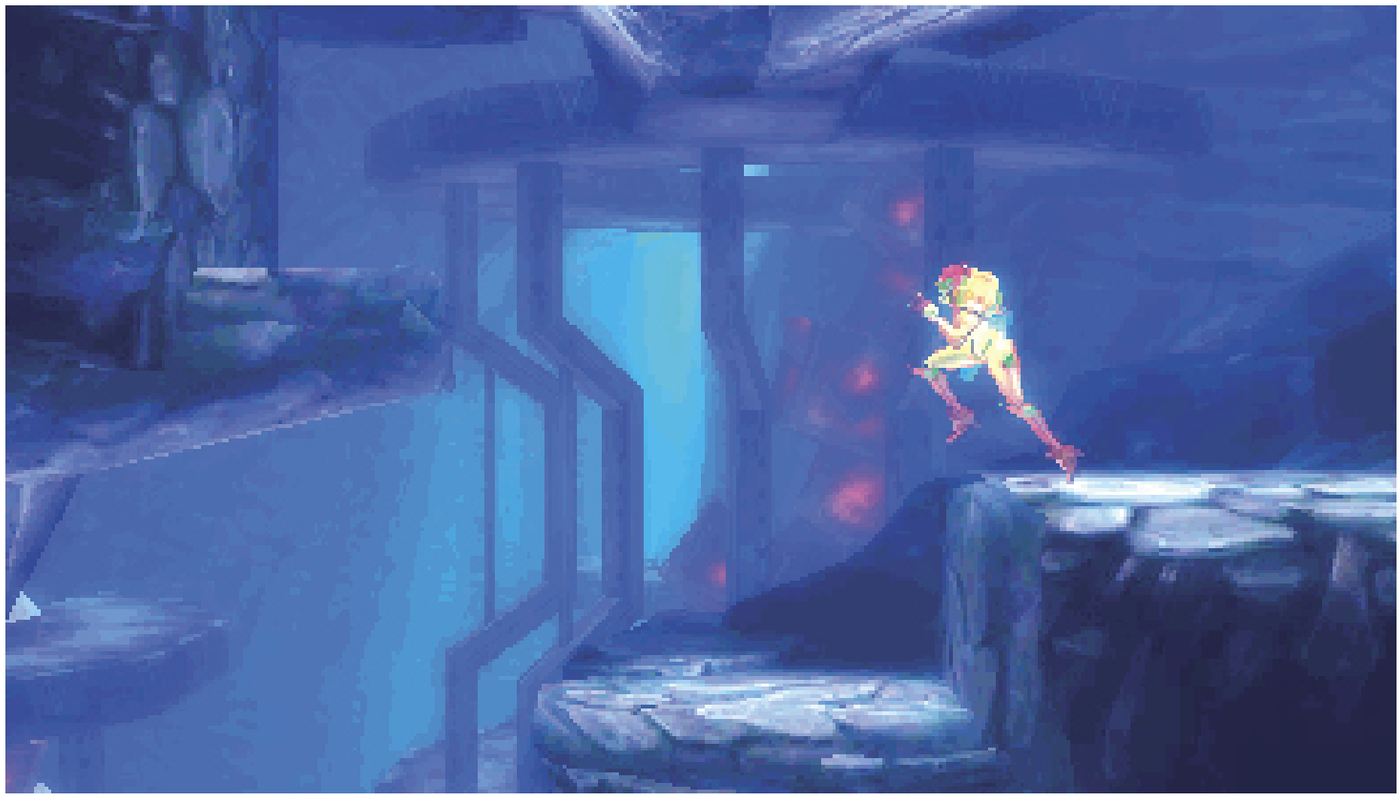
WHAT IS A SPAZER BEAM?

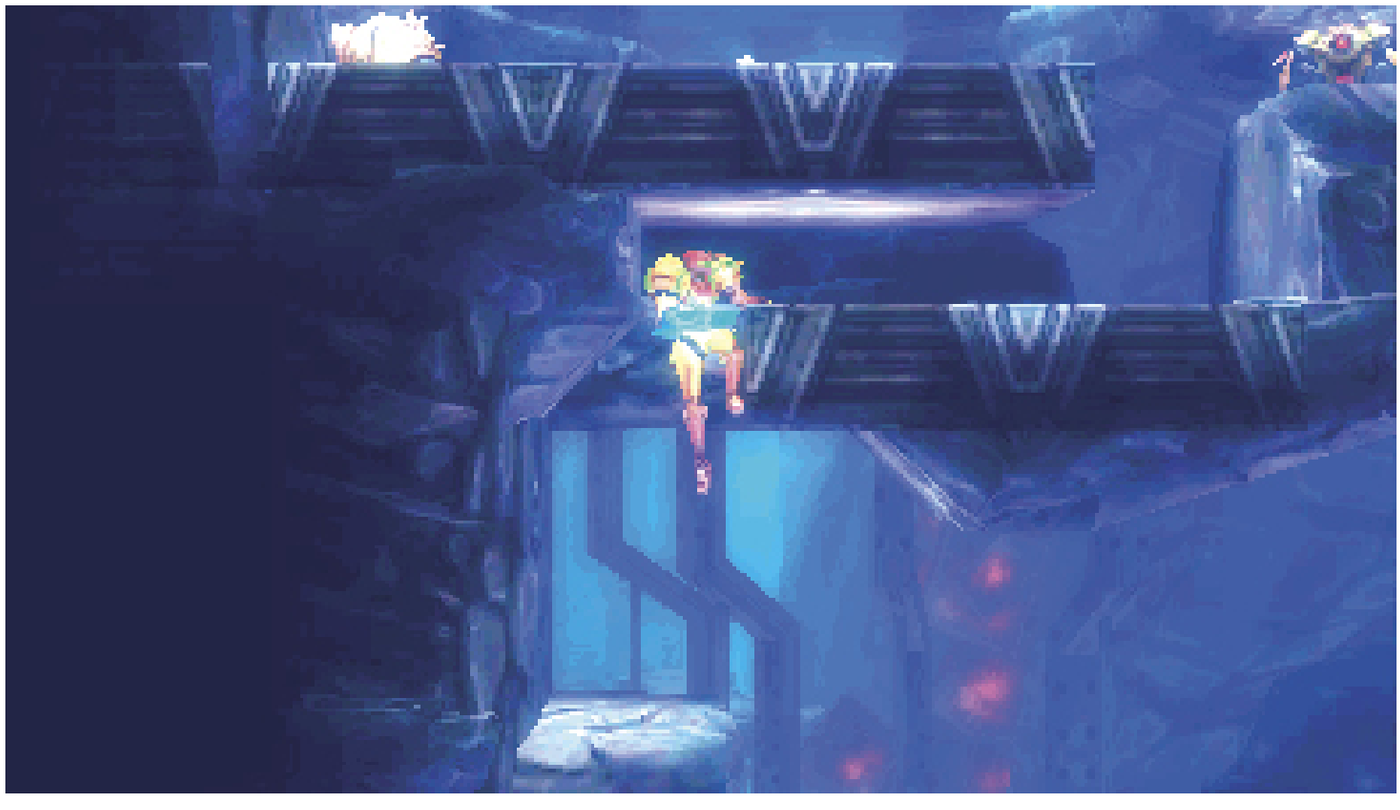




The Spazer Beam changes the Wave Beam so it fires three shots at a time instead of one. Your beams still go through walls and solid objects, but now your shots are more powerful and have an increased spread, so it's much easier to hit your targets. The best news is that the Spazer Beam can destroy Gigadora-covered doors. Whenever you see those purple, three-eyed creatures covering a door, fire your Spazer Beam at their eyes three times and collect whatever goodies are hidden behind them.

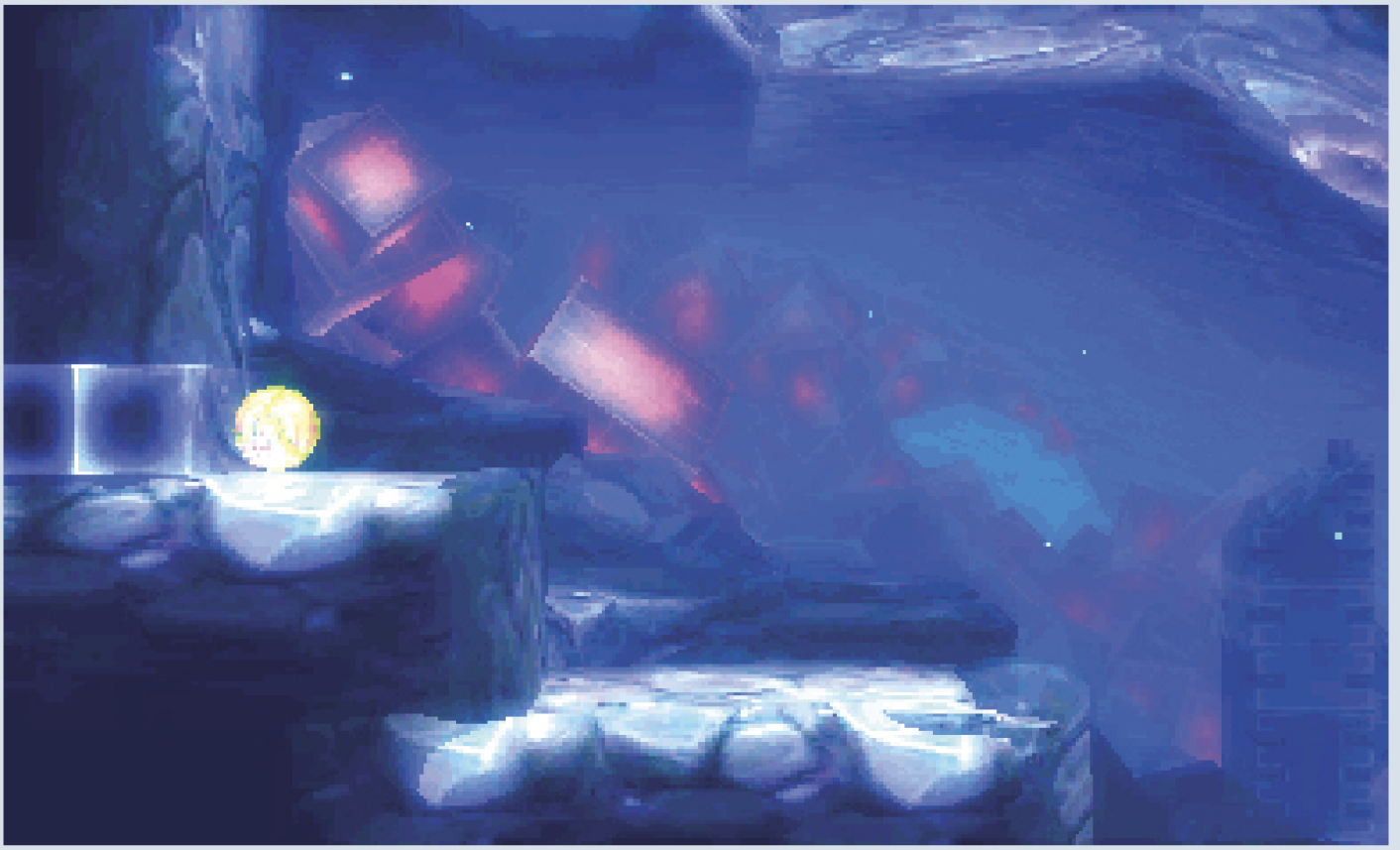
3 Your next stop is another Metroid fight. Double back through the hall and head up past the Teleport Station in the room to the right and above this one.

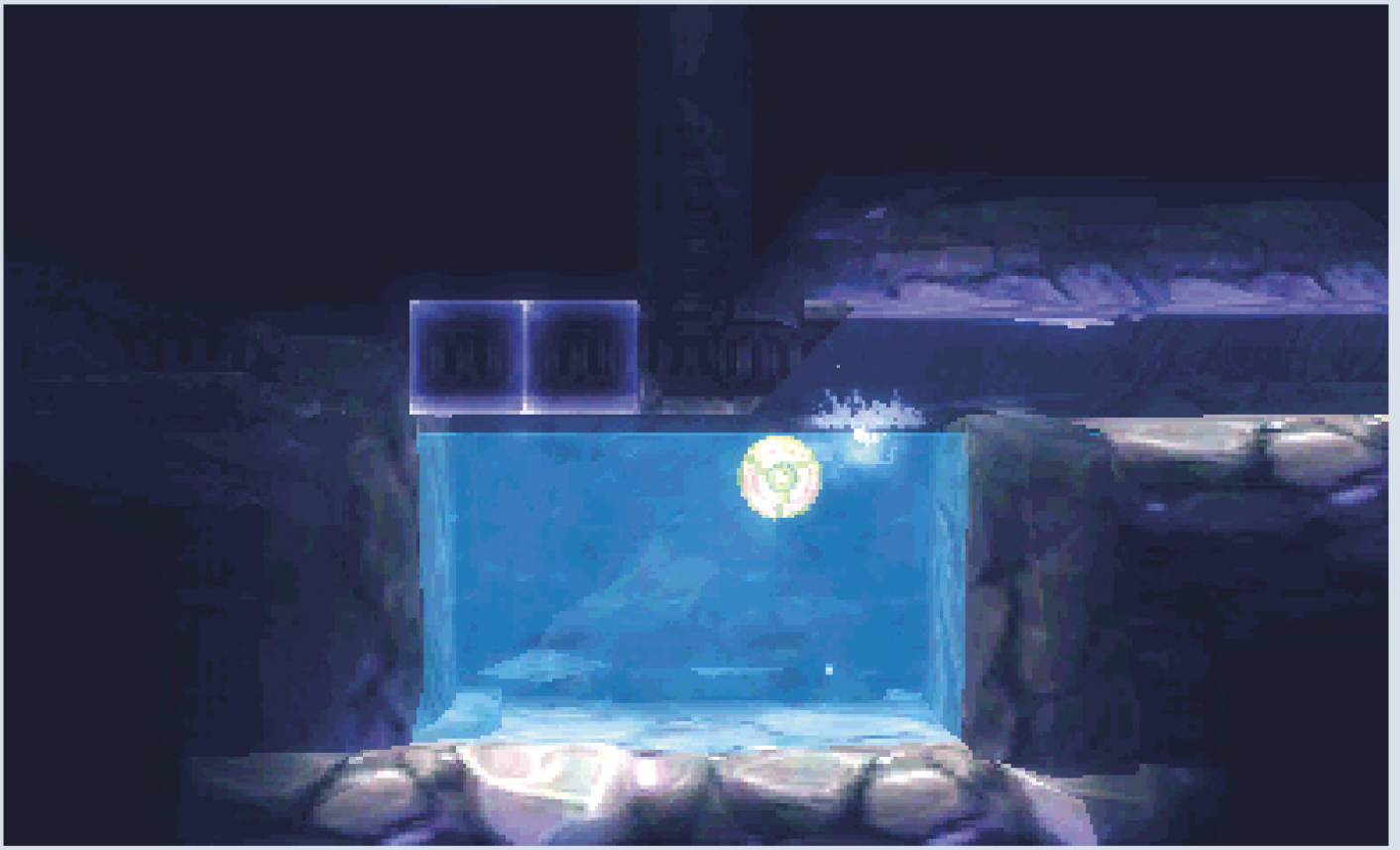




Climb up the corridor a little way while sticking to the left as much as possible. Spot a small platform with an opening above it. Jump into that opening.

AEION TANK A-4





Instead of taking the opening on the left, climb nearly to the top of the corridor. Use Bombs to destroy the Blocks at the base of the wall near the top of the room.

Roll into the pool of water ahead and bomb the Blocks at the upper-left end.

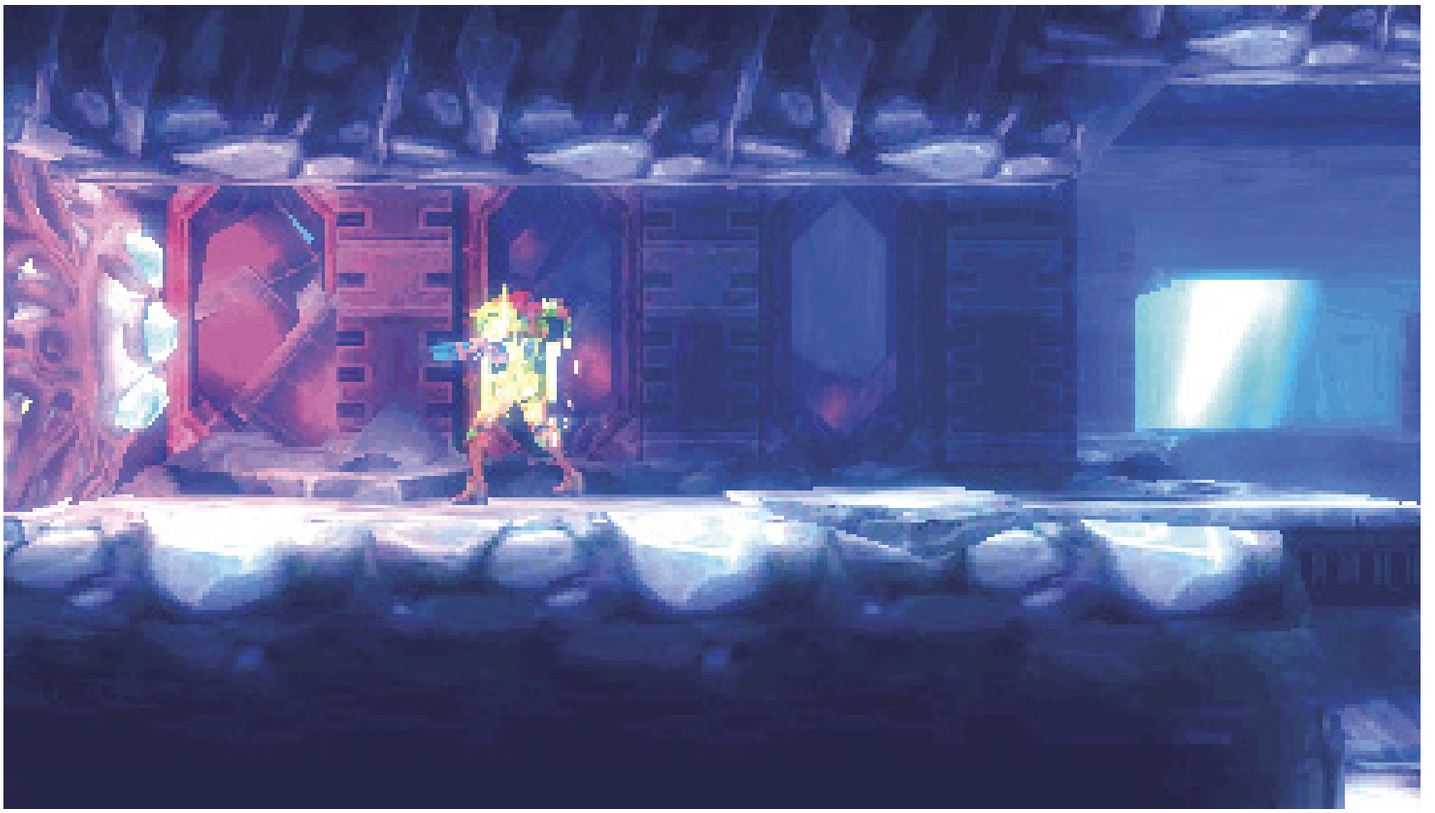
Climb up a bit, then bomb the Block on the lower-right corner of the wall. Roll into the now-open alcove and bomb the upper-right Block.

A Fleech Swarm hive is waiting up ahead. As a refresher, these things continuously drain your health until you wash the mist off in water. Turn on your Lightning Armor before running near the Fleech Swarm; that pool of water you passed through on your way up here is the only one in the room.

Head to the right, through the purple mist, and jump onto the platform above to obtain the Aeion Tank. You must backtrack through the entire room to reach the pool and remove the acidic mist.

Once you wash off, proceed right and roll back out of the room the way you came.

Follow the path to reach another Gigadora-covered door. Use your Spazer Beam to shoot through, and enter the door the Gigadora was covering to arrive at a high-temperature room.

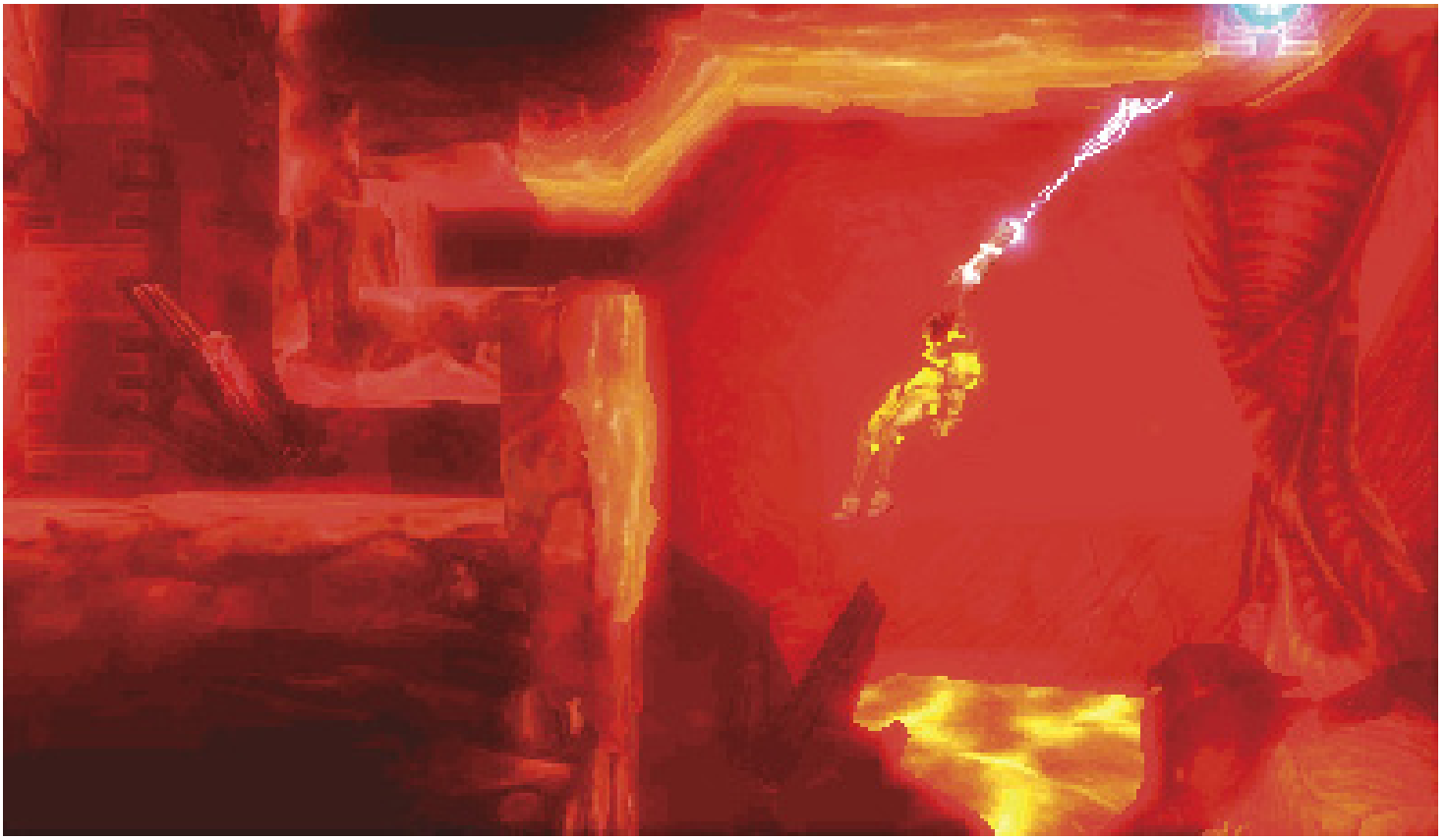


Go to the center and look up and to the left. A grapple point is in the ceiling. Before you grapple onto it, keep a few things in mind. First, note that the left side of the room is covered in lava. Second, you must grapple from this Block to another Block ahead before you can safely exit.

DON'T PANIC!

If you fall into the lava, immediately return to the platform in the center of the room, hopping along the way. Hopping mitigates the damage dealt by the lava.

Proceed to grapple onto the grapple point above and transition to the one ahead.



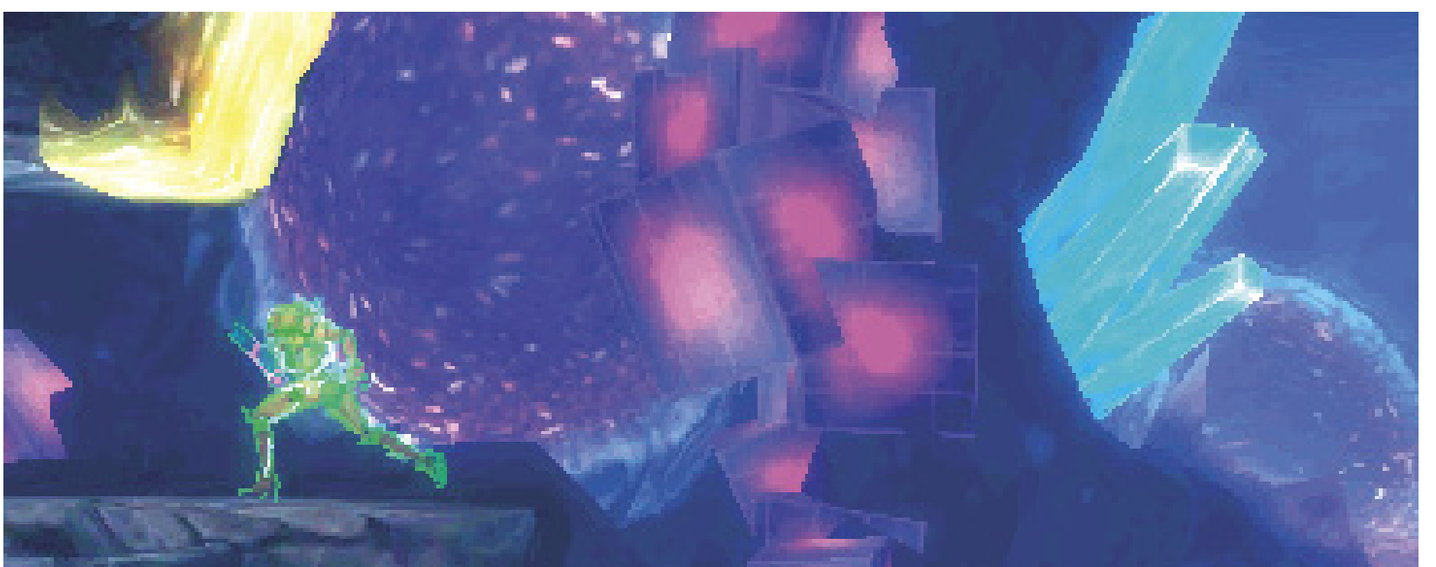
Swing to the left and grab on to the ledge ahead. The yellow goo surrounding the opening makes the jump look trickier than it is. Use your usual method, and you'll be fine.

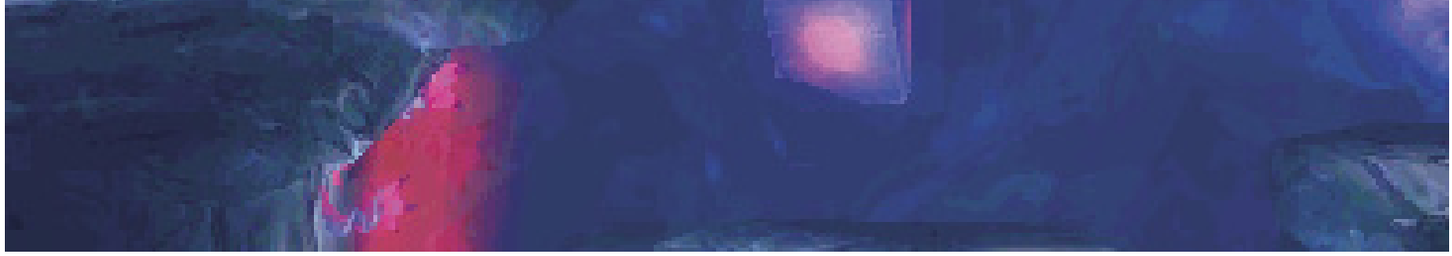
Once in the opening, roll slightly left to fall through a Pit Block. Take the door on the left.

AEION TANK A-5

As soon as you exit the high-temperature room, note the Aeion Tank on the floor below you. Don't let the anti-Bomb fan and crystals fool you; this Aeion Tank is not only obtainable, reaching it is nearly effortless.

Head left a short distance, turn on your Lightning Armor, and drop into the red plants. Roll to the right and bomb the Block up ahead. With the Block destroyed, the Aeion Tank is yours to claim.





Venture to the left end of the next room. Use the grapple points along the way, or activate your Lightning Armor and run through the red plants below them. The rest of the room is a straight shot.

Climb to the top of the next corridor and enter the opening on the right.

Head to the door on the right side of the next room. There are grapple points in this room like the one below it, and as in that other room, you can ignore them altogether if you're in a hurry.

The door on the right leads to the next Metroid.

GAMMA METROID (RUNNER) 24/40

You face another Gamma runner-type Metroid in this fight, but it's comparatively much simpler to find the rooms the Metroid escapes to. They're all located along the way back down, ending with the high-temperature room, so you don't have to worry about hunting destructible Blocks as much as in previous rooms.

The best place to fight the Metroid in this first room is on the center platform. Since the room is quite spacious, the majority of it is pretty safe to fight in, but the center offers the most head room and stable ground.

When the Gamma runs, head to the left side of the left-most platform and place a Bomb underneath, then take the door on the left. For an extra Missile Tank, read the “Missile Tank M-34 tip first.

The Metroid’s next potential room is just below the slope at the top-left corner. If your Metroid Radar flashes red, this is the place. If not, head all the way down to the high-temperature room you passed through earlier.

This room features slightly less favorable conditions, but you can still fight here with reasonable ease. The center is a good spot to challenge the Gamma, but be ready to jump onto one of the upper platforms on either side in case things get hairy.

Once the Gamma flees, backtrack out of the room the way you came in. At this point, the Metroid either returns to the first room, or makes its way down to the high-temperature room from earlier. Head back up near the first room. If your Metroid Radar flashes, this is your destination.

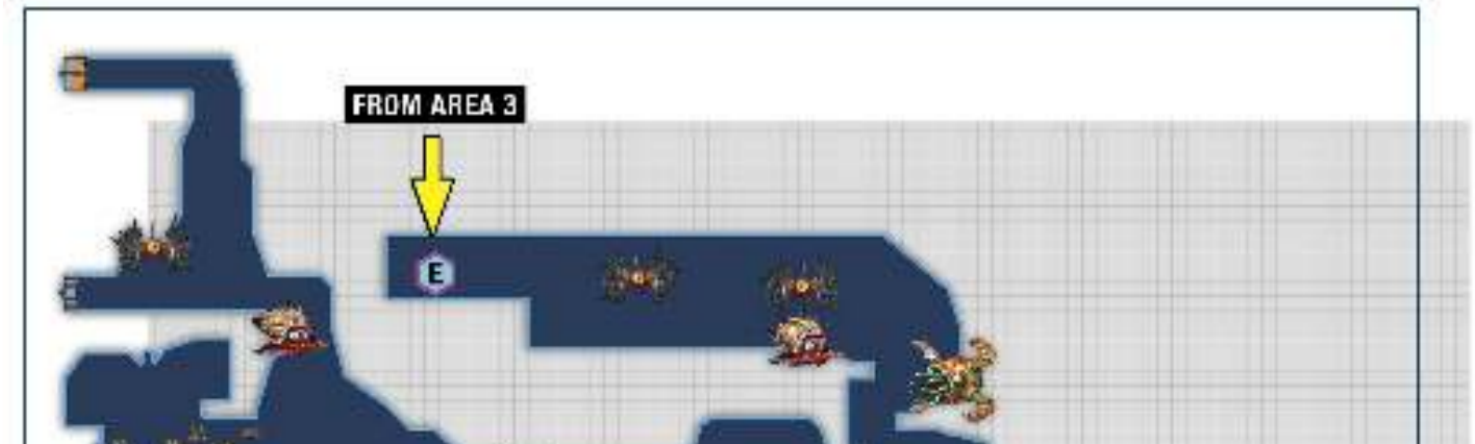
Otherwise, descend to the bottom of the next room and destroy the Pull Block, then drop from the passage. The high-temperature room is just ahead.

If you have to fight the Gamma in the high-temperature room, the safest place to do so is on the second of the three platforms. The center platform doesn't offer a lot of head room and puts you at risk of getting knocked into the lava to the left. The ground level on the right side doesn't allow for much maneuverability when dodging the Gamma's tackle attack, so avoid fighting there if you can help it.

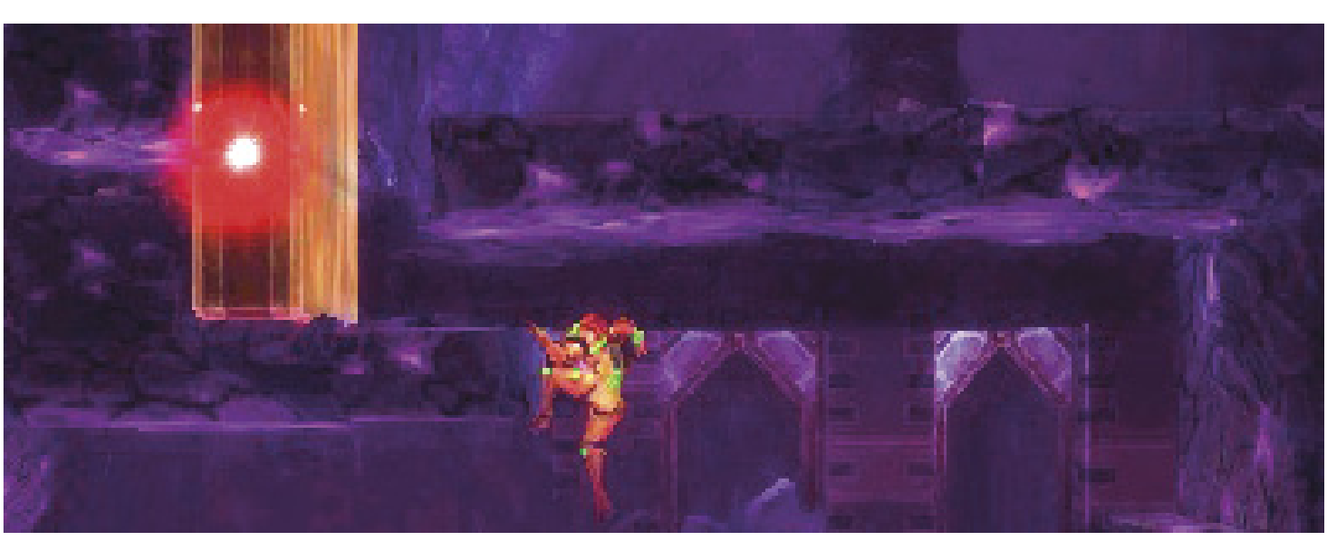
MISSILE TANK M-34

After exiting the Metroid's first room, drop down the next room's right side and hang from the left side of the suspended platform. Fire a missile into the opening to the left to reveal the Missile Tank. From here, Spider Ball your way into the opening to grab the tank.

Once the Metroid is defeated, return to the Chozo Seal and insert its DNA to lower the purple liquid.



4 Drop off the platform through the opening to the left of the Chozo Seal. Head right and pull the Pull Block through the small opening in the wall.

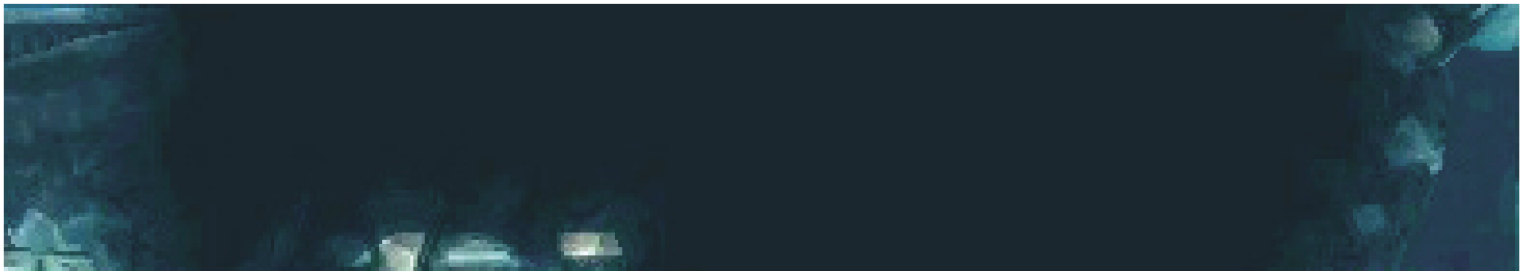


Area 4

Area 4 : Diggernaut Escape

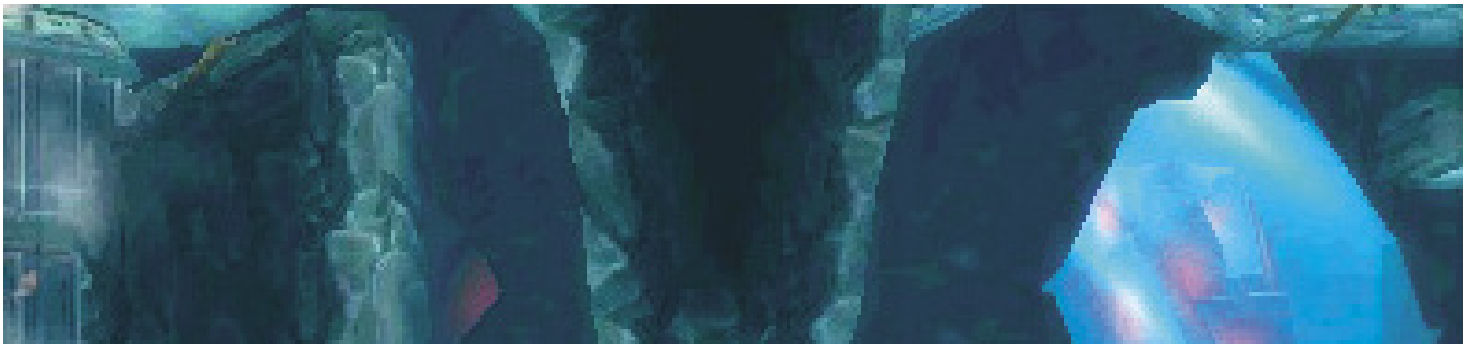
DIGGERNAUT ESCAPE: ROOM 1

Jump onto the platform and crawl through the Morph Ball passage.



Roll into the small passage ahead and plant a Bomb to destroy the Block at the end.

Jump up into the passage near the top of the room.



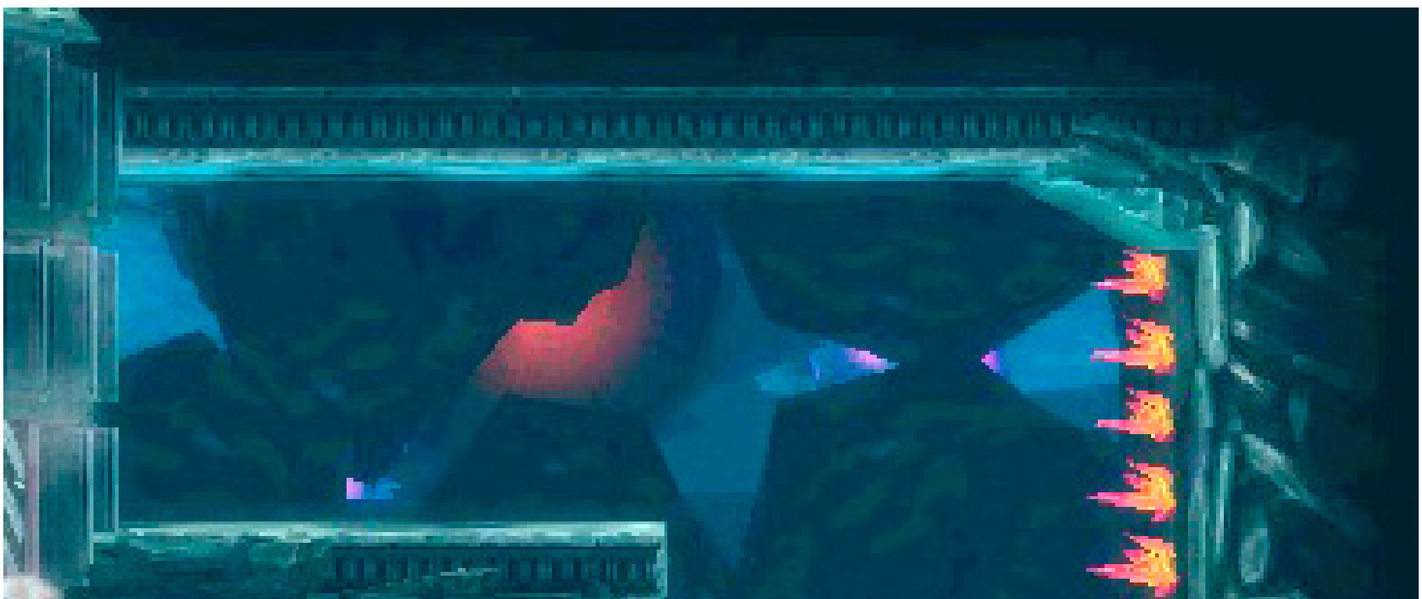
Roll out of the passage and destroy the Block at the end of the short passage below and to the right.

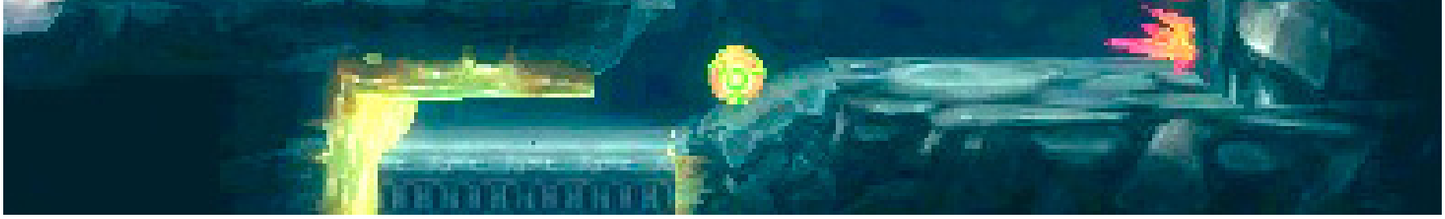
Head right to reach a Pull Block. Destroy it and crawl through the passage it was blocking, then proceed right.

DELAYED GRATIFICATION

You pass several item tanks while trying to escape the Diggernaut. Don’t worry! You can grab them when the coast is clear.

Jump into the narrow passage ahead and Spider Ball across the ceiling over the Moheek.





When you see the wall lined with spikes, roll into the Morph Ball and head toward the goo-covered passage. You fall through a Pit Block down to a lower level in this room. The Diggernaut's chase subsides for now.

You fall into a small alcove, which you must bomb your way out of. The single Block on the right wall is your ticket out of here.

As soon as you drop into the next area, plant Bombs along the floor to destroy the Blocks lining the left side, which gives you a chance to destroy the Pull Block below.

Once the Pull Block is destroyed, climb back out, get to the right side of the room, and plant a Bomb on the right side of the floor.

Drop through the hole in the floor and roll toward where the Pull Block used to be to fall through a Pit Block. The Diggernaut reappears, and the chase begins anew.

DIGGERNAUT ESCAPE: ROOM 2

The Diggernaut moves faster in this room, so read ahead—mistakes are costly here.

As soon as you land in this room, use the grapple points to swing over the small pool of water. This way you avoid losing speed by walking through it.

Continue left and use the next set of grapple points to swing over the small, water-filled gorge.

With the set of grapple points after that, swing into the opening to the upper left. Spider Ball along the ceiling over the Wallfire. Drop down the passage on the left and place a Bomb to blast your way out.

Continue left to hit a small rock formation covered in Moheeks. Shoot them, then crawl into the opening near the middle of the formation.

On the other side, jump into the opening in the platform above the pool of water.

Immediately Free Aim between the rows of spikes and fire to Grapple Beam to the left side of the room.

When you land, you fall through a Pit Block into a small alcove. The Diggernaut stops pursuing you while you're in this room, but the fight isn't over.

Roll into the opening on the left side of the floor, then make your way right. Jump up into the alcove above and crawl into the small alcove on the left. All of the Blocks below you are Missile Blocks. Shoot them and fall through the Pit Blocks below, and the Diggernaut begins its chase a third time.

DIGGERNAUT ESCAPE: ROOM 3

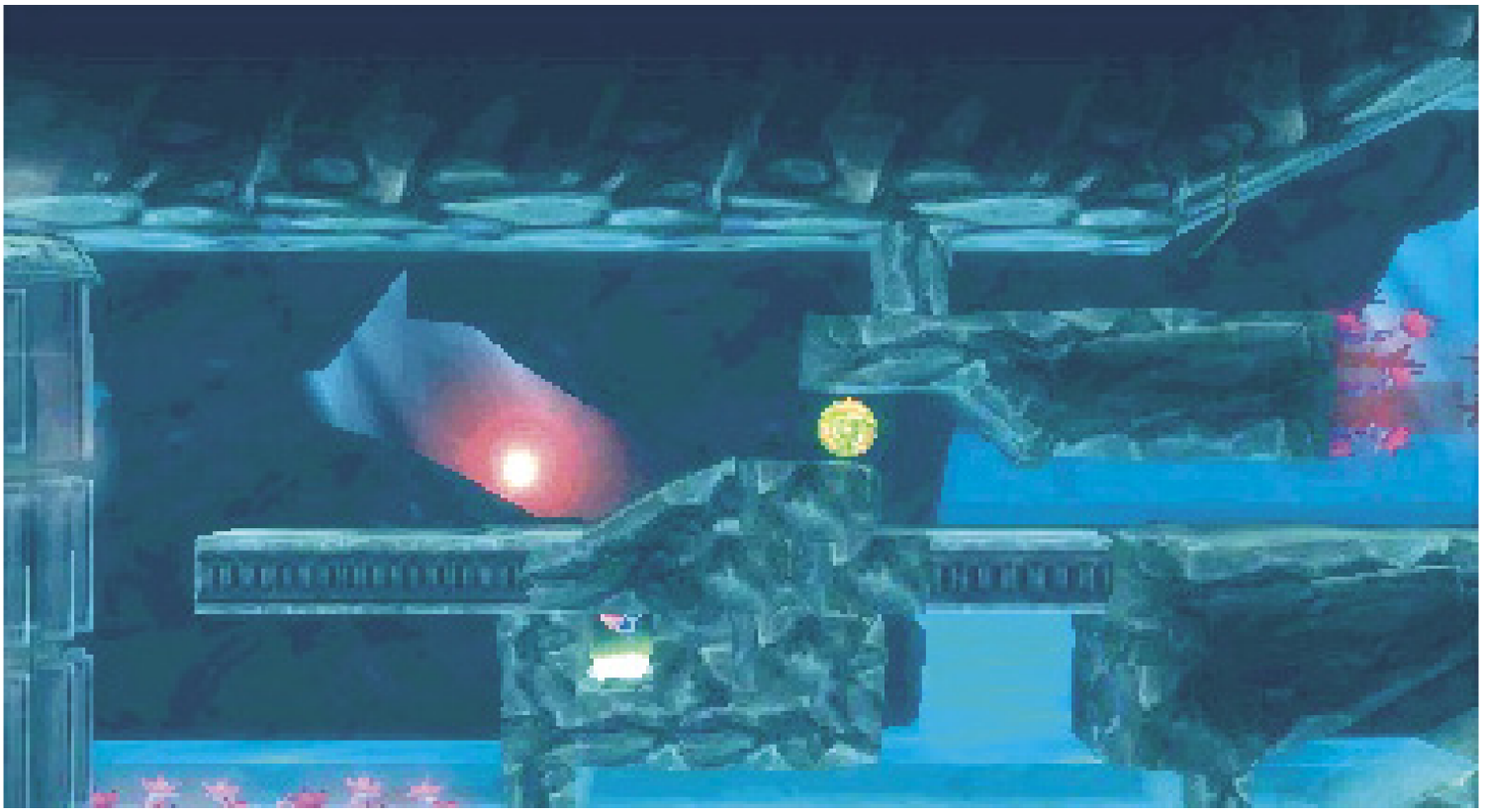
The Diggernaut moves even faster here. Knowing what to do isn't necessarily enough to get through unscathed—you need to execute every action as quickly as possible to avoid being ground up by the Diggernaut's grinder arms.

The moment you start, race to the right and climb into the opening above.

Roll to the right to fall through a Pit Block into the alcove below. Don't let this stun you. Roll right, stand, and fire through the row of Blocks on the right. Quickly crawl through the hole.

Jump into the next Morph Ball passage and place Bombs on its right end. Jump through the hole they create and continue right.

Use the grapple points on the ceiling ahead to swing across the red-plant-filled pool. There are two sets of grapple points, so be ready to transition from one to the next.



Roll to the right and Spider Ball along the ceiling over the steel platform. That platform is made up of Pit Blocks, which drop you right into the pool below. You can bomb the pool's right Block to get out, but it still slows you down, which is what you want to avoid.

Drop to the lowest path and plant a Bomb in the small crevice at the bottom of the rock formation.

Area 4

Area4 : part II

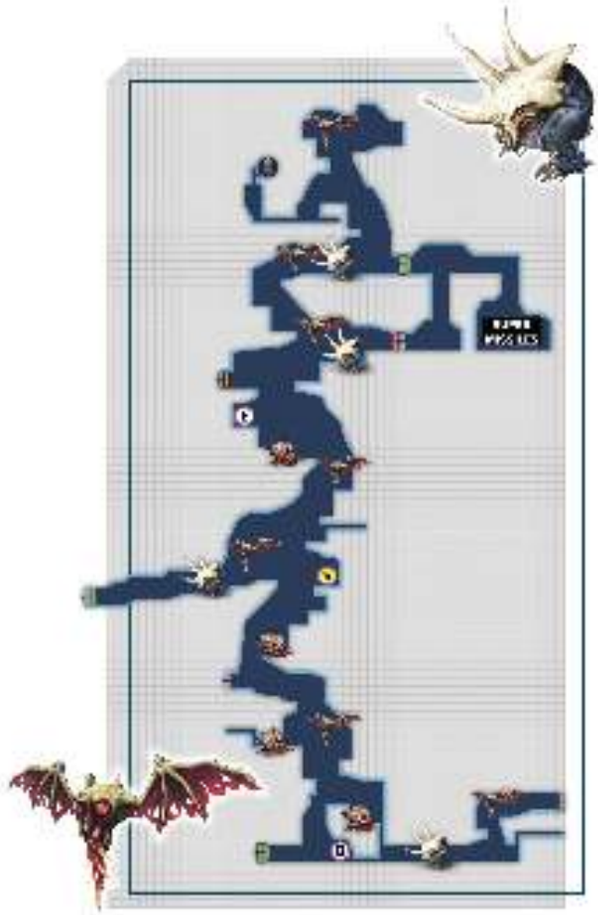
SPACE JUMP: WHAT IS IT?

The Space Jump gives you the ability to jump forever, so long as you push the Jump button rhythmically. Keep in mind that you can't merely mash the button, and you must be performing a spinning jump in order to continuously Space Jump. Once you have the hang of it, there are almost no heights that can't be achieved.

Space Jumping properly is about waiting until just after you hit the peak of your jump. Let yourself fall slightly, then hit the Jump button again. If you hit the button at the top of any Space Jump, nothing comes of it and you fall back to the ground. You can recover by continuously pressing the Jump button while falling, but you'll never get anywhere if you don't time the jumps right.

7 Space Jump straight up the opening above. Continue Space Jumping up every opening you see until you reach the top of the room. Turn left and enter the door ahead.

8 There's another upgrade for your suit not too far from here, so head in that direction.



Go left, drop down, then continue left. Jump onto the suspended landing and make your way upward as soon as you can.

STONGER TSUMURI

Stonger Tsumuri are faster than their blue counterparts. More accurately, they always move at a fast pace, whereas regular Tsumuri only move fast when scared.

A bigger difference between this Tsumuri and the one you're used to is its slime trail. Regular Tsumuri only leave a trail of acidic slime when threatened, but Stronger Tsumuri create a continuous trail of slime.

Stronger Tsumuri are more predictable than regular Tsumuri because they don't get startled; they do, however, charge at anything that approaches them. Shoot them with missiles at a distance to avoid potential problems.

Continue climbing the corridor until you see the Red Door near the highest point. Destroy the red barrier and head on through.

In the next room, Space Jump up the opening above, then go right and drop through the opening into the Chozo Statue room below.

Shoot the Item Sphere to reveal your suit upgrade: the Super Missile. Jump back up the opening and use your new Super Missiles to destroy the barrier on the Green Door ahead.

HOW DOES THE SUPER MISSILE WORK?

The Super Missile functions almost exactly the same way as a missile, but it's significantly more powerful. Unlike missiles, you should reserve your Super Missiles for boss encounters and for destroying Super Missile Blocks. Refilling your Super Missile supply can be tough without the aid of an Ammo Recharge Station.

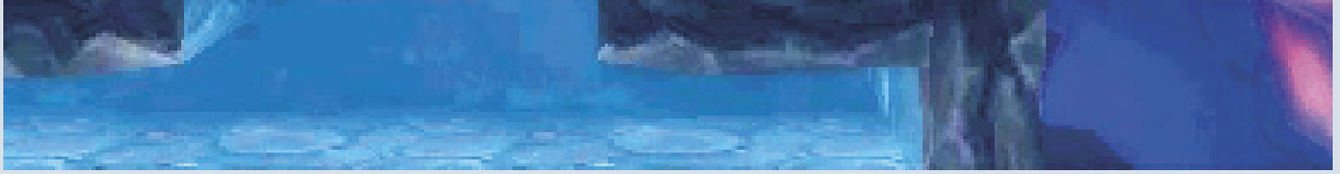
Super Missiles work with Green Doors in the same way missiles work with Red Doors. Fire a single Super Missile at the green dome to make it disappear, giving you the ability to open the door behind it.

To use Super Missiles, hold the R button and select them using the touchscreen in the same way you would select a different beam weapon.

9 The Super Missile is a real Metroid slayer, so it's time to find a Metroid and put your new weapon to the test.

Head north up the corridor, then through the open passage in the top-right corner of the room.

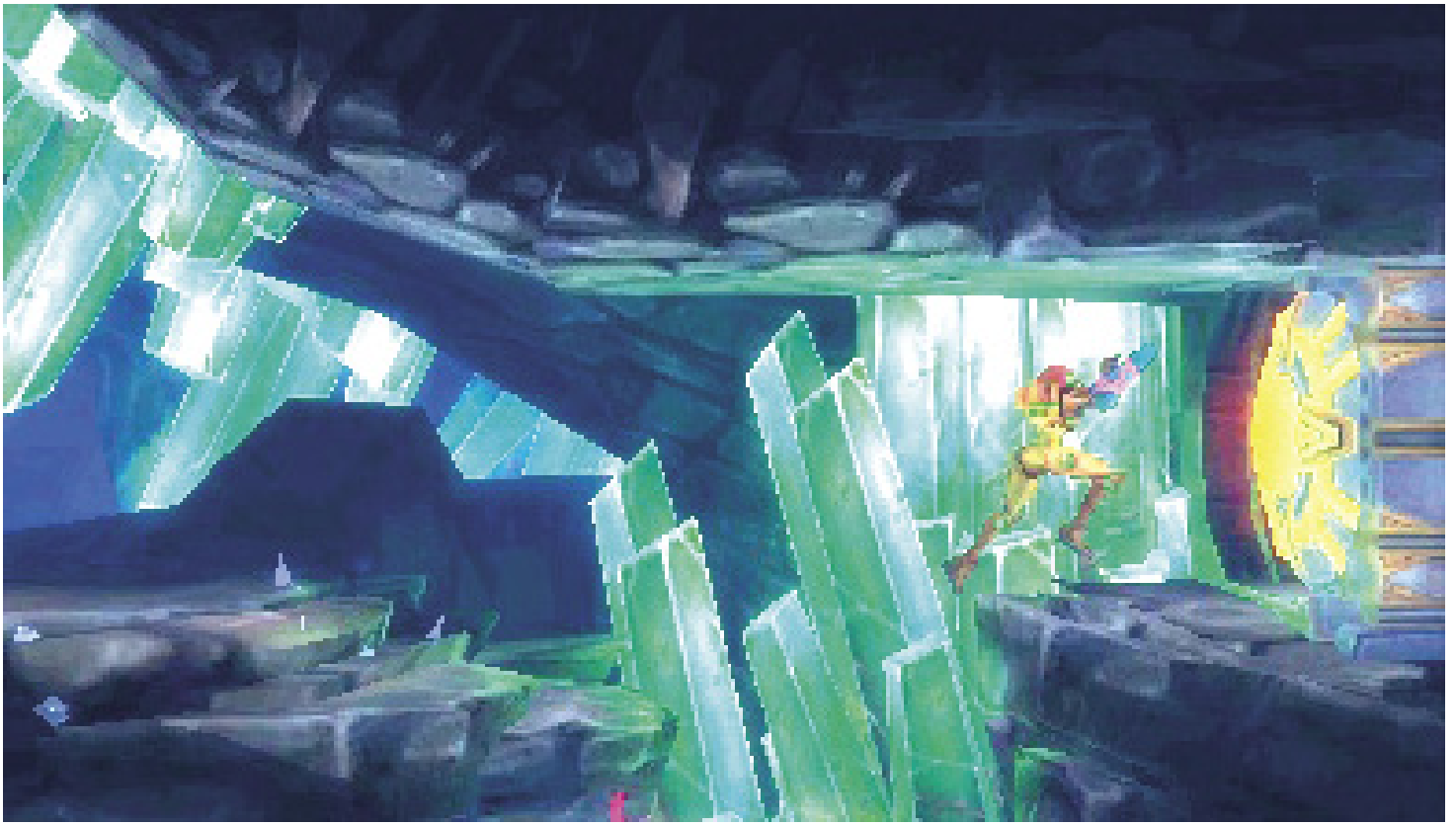
SUPER MISSILE TANK S-1



While traveling north up the corridor, you pass a pool of water on your left.

Get to the left side of the pool, look up, and fire a Super Missile at the Block above.

As soon as the Block is destroyed, Free Aim up and fire to grapple onto a grapple point above you. The Super Missile Tank is right next to the grapple point.



Continue through the next room and take the door on the right.

STRONGER MOTO

Stronger Motos are aggressive, even for Motos. If you manage to dodge their first charge attack, they turn around and continue charging. They can perform a charge attack up to three times before taking a breather, at which point they're completely vulnerable to your attacks. However, don't wait for them to finish their charge attacks, since a simple Melee Counter does the trick. Defeating them with missiles requires many more shots than regular Motos take, but a single Melee Counter allows you to down them with a shot from the Spazer Beam.

EVOLVED GAMMA METROID (RUNNER)

The next Metroid you encounter is a runner type, so once you enter the high-temperature room, consider it the beginning of the fight.

Like all runner fights, this Metroid is hiding in one of three rooms attached to the one you're currently in. In between fights, use the Rock Icicles and Gawrons in this central room to resupply yourself before resuming the Metroid chase.

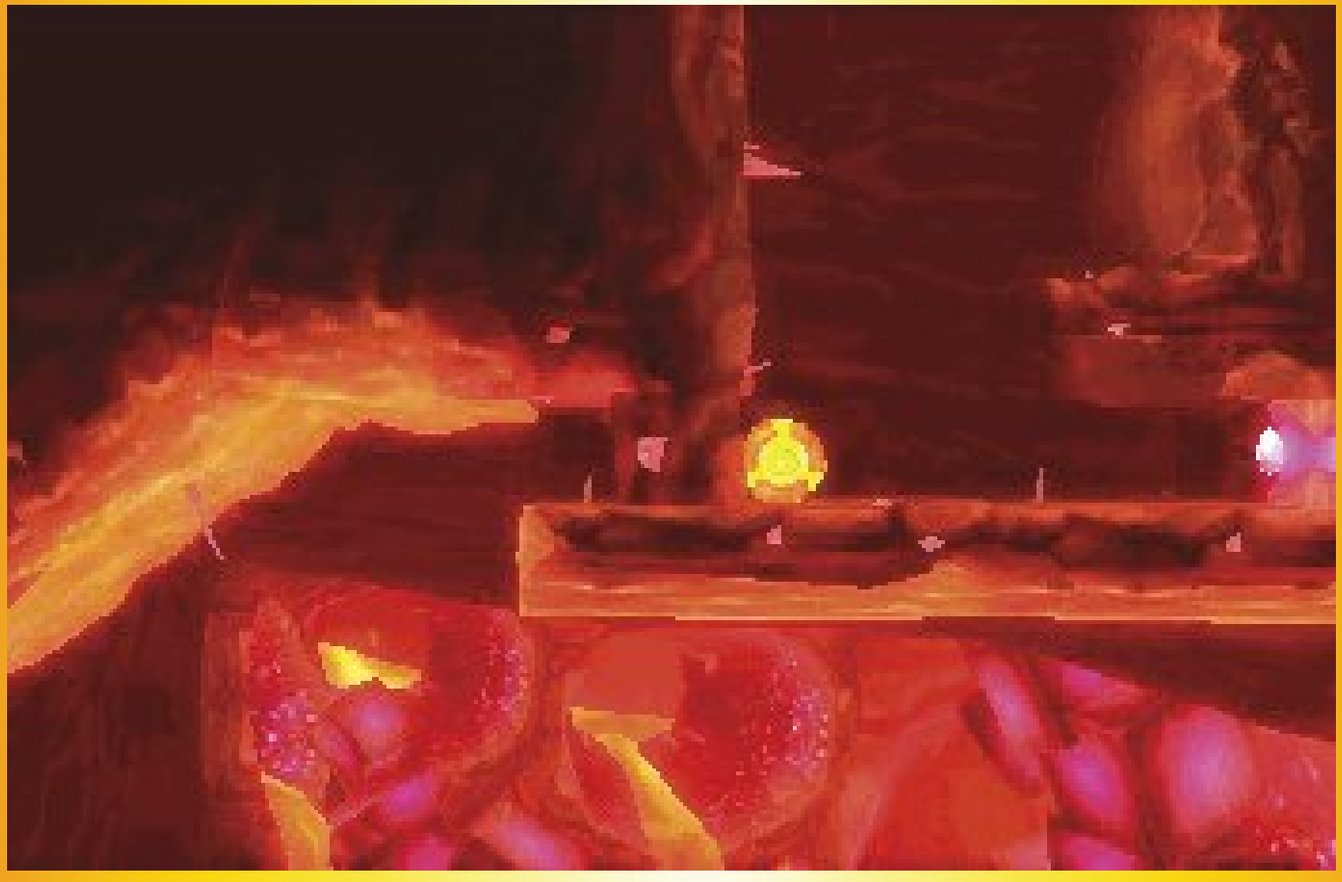
As a quick aside, this central room houses a Super Missile Tank. Read the "Super Missile Tank S-2 tip for more details.

ROOM 1

The first entrance is near the one below some destructible Blocks on the floor. Use a Super Missile on the Blocks and drop into the area below.

Follow the path to a dead end. From there, bomb the lower-left Blocks to enter the Metroid's room.

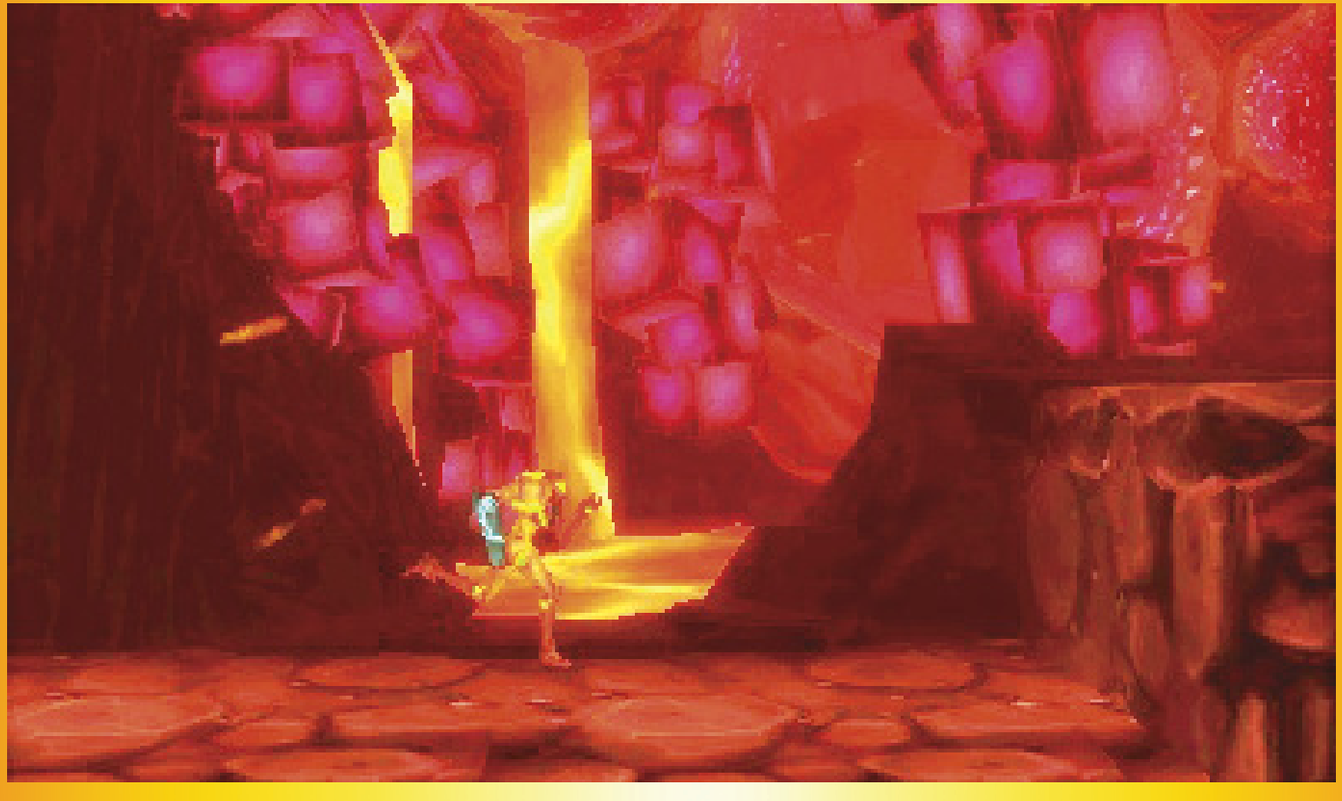
This room is trickier than most you've fought in. Two small strips of land mark the left and right sides, while a pool of lava rests in the center. You don't have a ton of wiggle room here, so work with what you've got. The good news is it's easy to get the Gamma to slam into the walls whenever it performs its tackle attack.



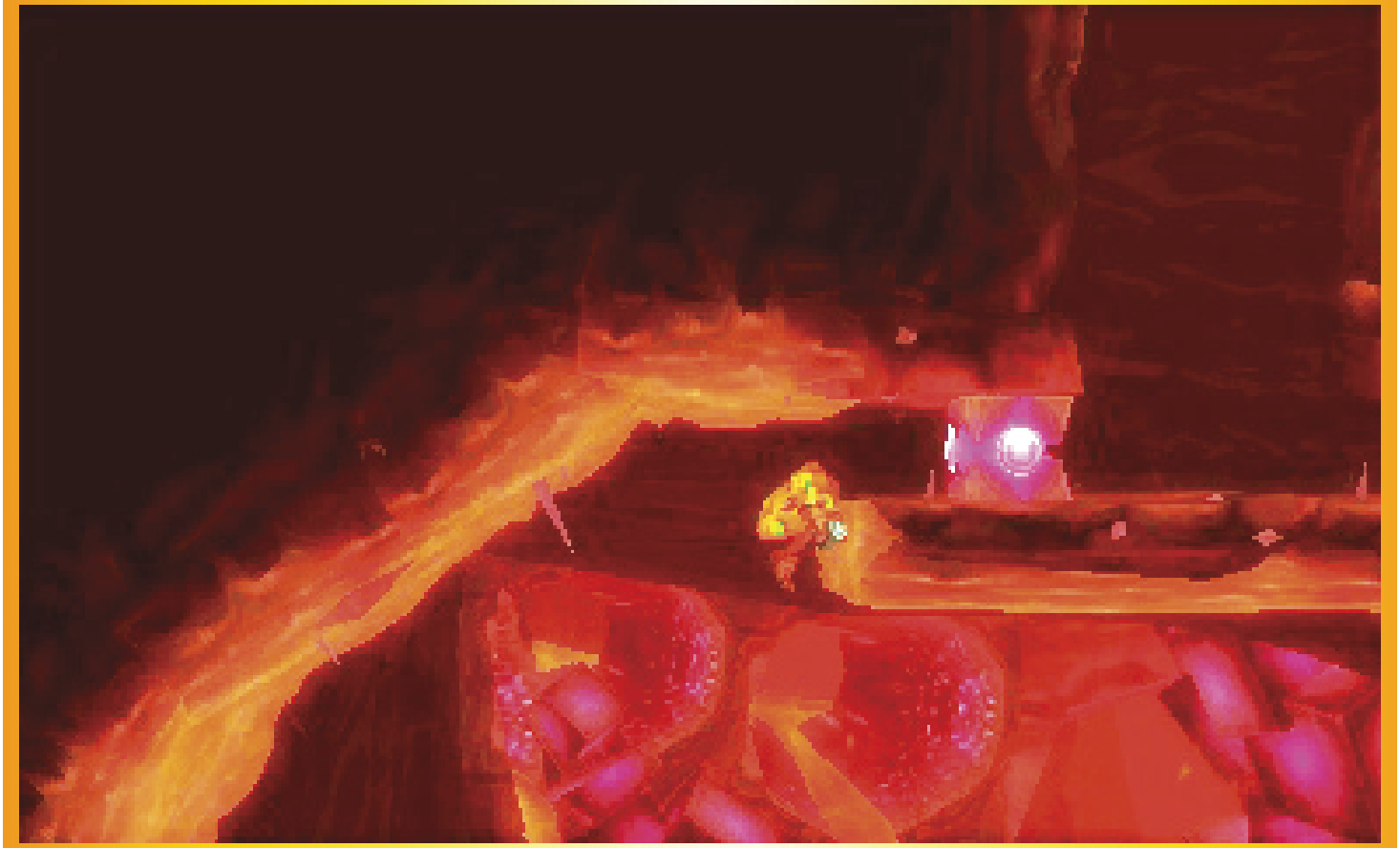
To exit the room, leave the same way you came in. Space Jump up to the top-left corner and bomb your way out.

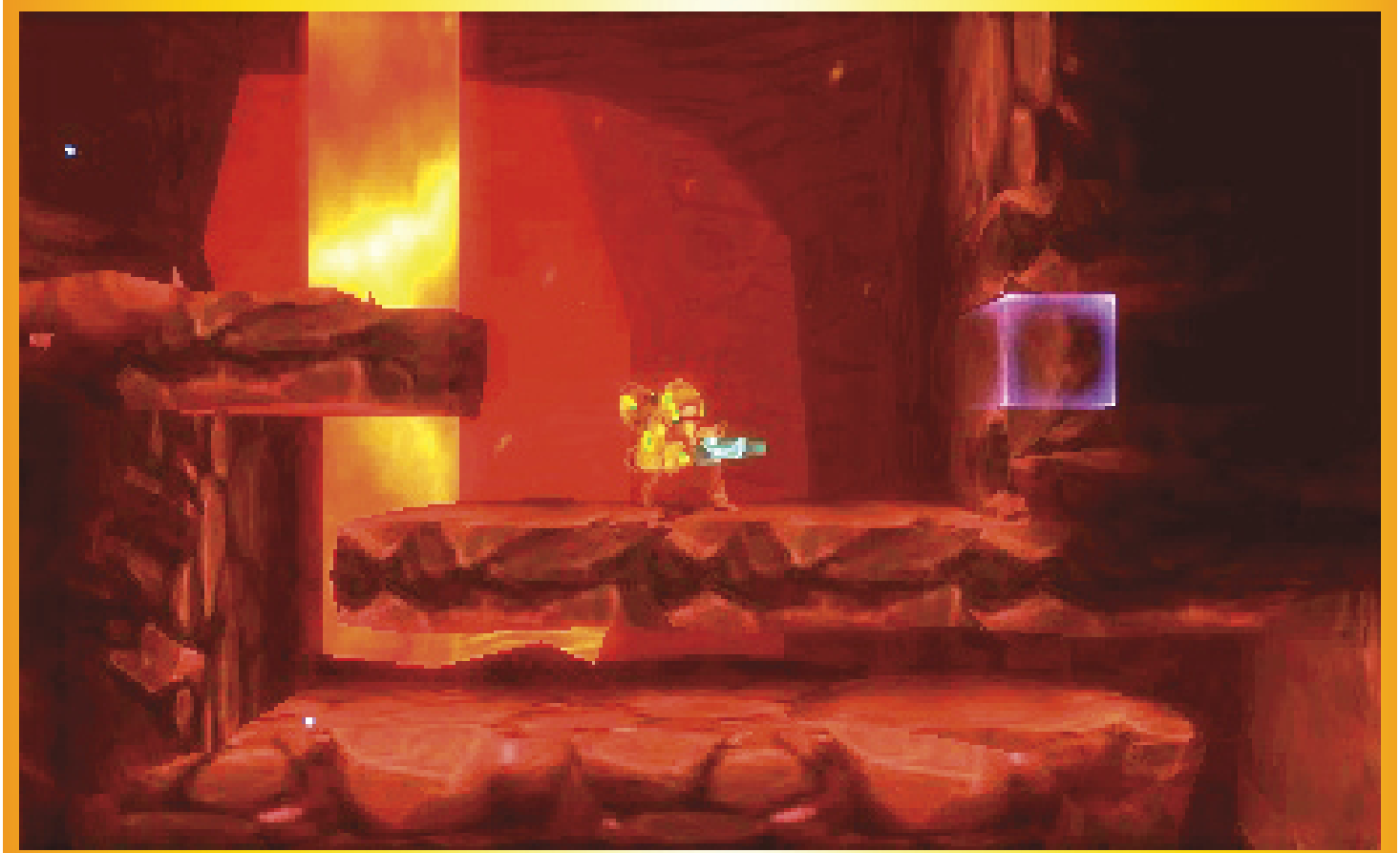
ROOM 2

Find this room by heading to the far-right side of the main room and dropping down the passage. Roll to the left and place a Bomb against the left Block and the Block a few spaces right of it. As soon as the Block slightly to the right blows, stand up in the passage it creates and fire a Super Missile at the remaining Block on the left. The timing on all of this is tight, so you may have to try a few times. The good news is that once you destroy the leftmost Block, it doesn't reappear. Whenever a Super Missile Block is destroyed, it stays gone.



Quickly roll left to enter an alcove. Blow up the Block on the left to open a passage to the Metroid's third potential hiding spot.





This room is spacious, so don't worry too much about where to fight. Pick whatever's comfortable and do what must be done.

When you're done fighting in here, escape the way you came in. Space Jump back up to the top-left corner and bomb your way out.

ROOM 3

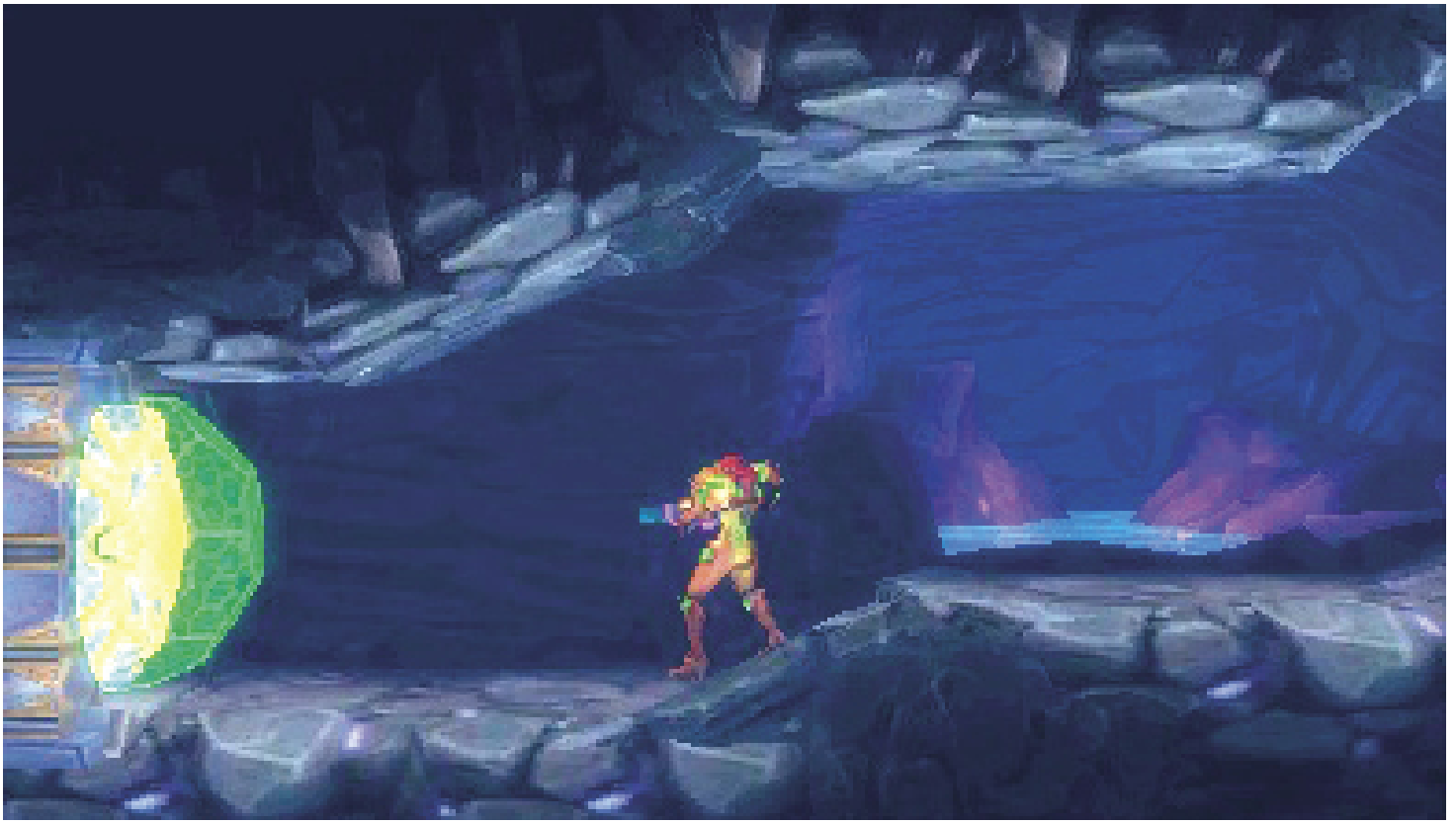
Make your way to the far-right side of the room as if you're heading to Room 2. Before traversing the Morph Ball passage below, roll into the Morph Ball, do a small hop while hugging the left wall, and plant a Bomb to blow up a Block. Plant a Bomb at the end of this newly opened passage to gain entrance to the Metroid's room.

This room, like so many others you've fought in, is stairstepped. Thankfully, the landing heights are similar, so transitioning from one step to the next is relatively easy. Per usual, the center platform is a pretty safe space to fight in, but any space works fine here.

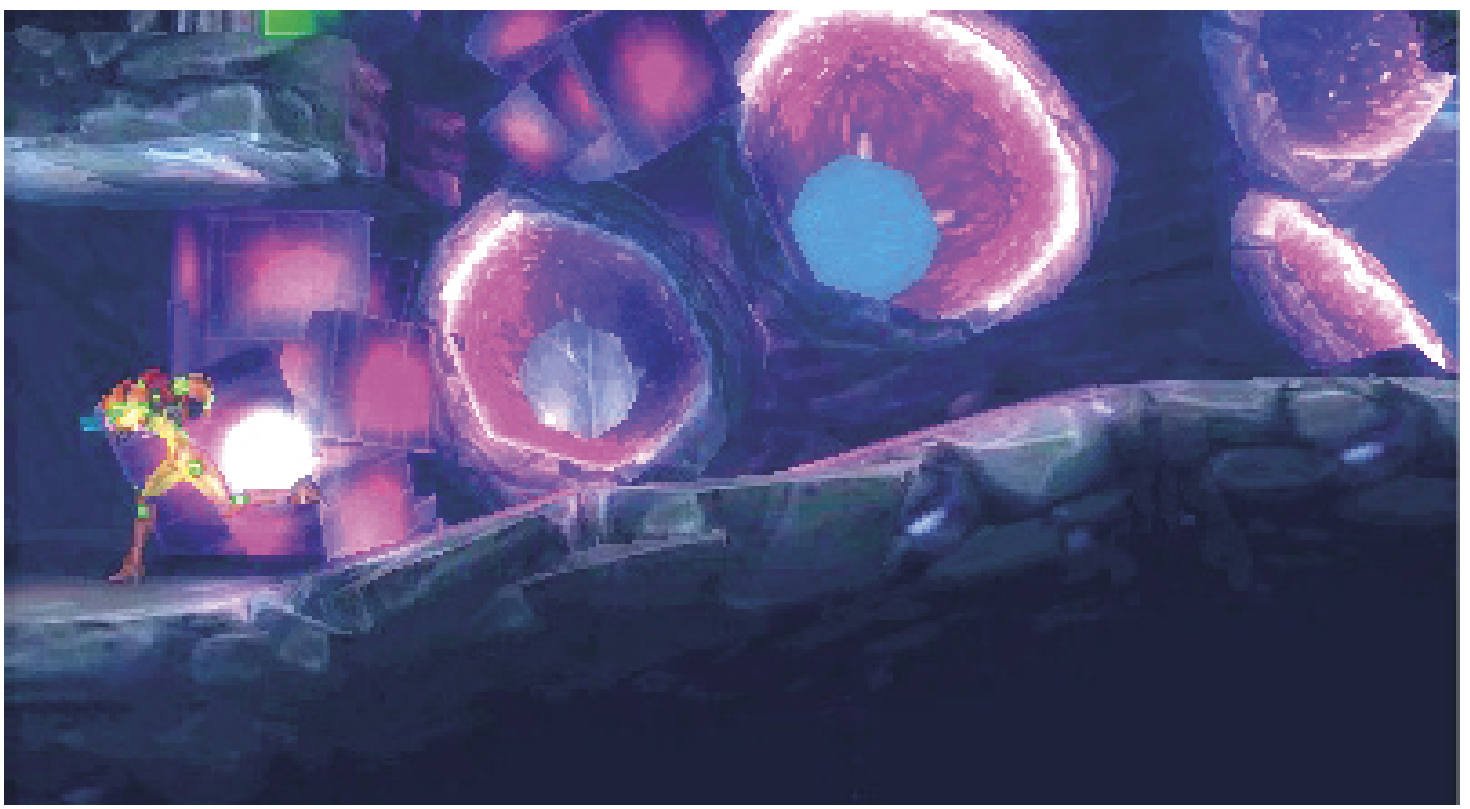
SUPER MISSILE TANK S-2

Smack-dab in the center of the runner Gamma's central room is a small opening embedded in the upper part of the right wall. If you hang from the platform directly left of that opening and fire a Super Missile into it, you reveal Super Missile Tank S-2. From here, jump and crawl in to grab the tank.

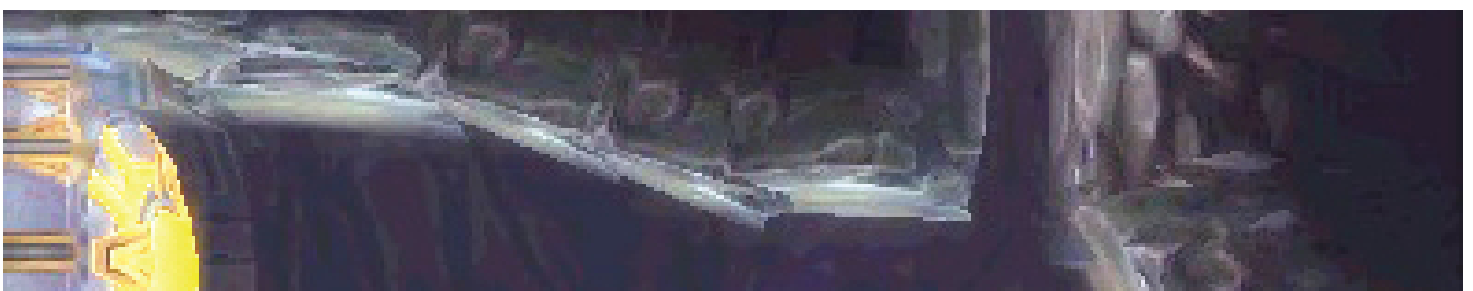
10 Once you're finished with the runner Gamma, backtrack out of the high-temperature area, through the following room, and into the tall corridor. There's another Metroid nearby that needs to be taken out.



Drop down just below the middle of the tall corridor and head directly west of the Save Station. You find a Green Door on the left side of that part of the corridor. Destroy it and pass through.



Climb to the top of this next corridor and through the passage in its top-left side.



Drop to the bottom of this next room, go left, then jump up to the door on the room's left side. The next Metroid is beyond that door.

MISSILE TANK M-79

Space Jump to the top-left corner of the room to find an easy-to-grab Missile Tank.

ZETA METROID

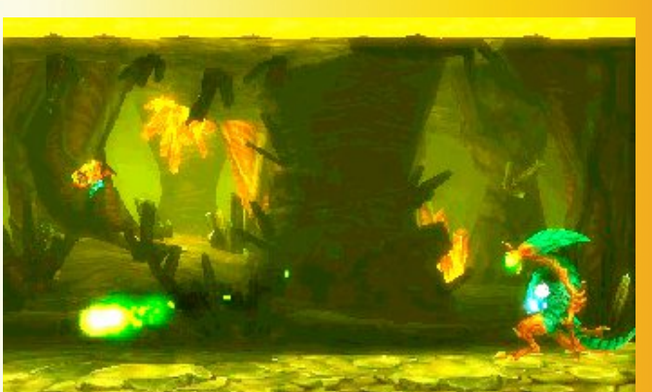
26/40

The Metroids have evolved once more into the next level of maturity, known as a Zeta Metroid. Zetas look more like lizards that any kind of Metroid you've seen up to this point—and they act an awful lot like lizards too. Zetas cover their cores most of the time, so you have to wait for specific openings in order to land a hit. You can damage a Zeta by shooting its mouth, but this is generally a waste of missiles. Its mouth is a pretty small target; put those missiles to better use by waiting for a more opportune moment.

Also, save your Super Missiles until you're positive they'll hit the Zeta's core. We point out the best times to use them so you get the most bang for your buck.

Despite their physical changes, Zetas aren't exceptionally difficult, especially if you know what to expect. Read ahead to learn each of the Zeta's attacks and tells, and you'll have no trouble knocking it out.

One of the more common moves a Zeta performs is a simple fire-breath attack. It leans back on its hind legs while a small wisp of fire forms around its mouth. Back off a short distance and fire some Ice Beam shots into the Zeta's mouth when this happens.



A great opportunity to attack the Zeta comes during its acid-spit attack. It settles on its hind legs as it does for the fire-breath attack, but a green mist forms around its mouth instead.

It fires three acid projectiles, one after another, directly at you. Take this opportunity to hit its core with missiles, but refrain from using Super Missiles. The acid shots can deflect your missiles if they collide midair.

In keeping with the lizard comparisons, Zetas can crawl along walls and ceilings with ease. While this seems like a hindrance to your ability to strike at a Zeta's core, keep in mind that most attacks it performs from its wall and ceiling positions allow you chances to deal a lot of core damage.

That being said, when the Zeta performs its acid-spit attack from a wall or ceiling, you don't get a core-attack opportunity. Instead, watch for one of two attacks: its arcing fireball attack and its bouncing acid-ball attack.

The fireball attack comes with a huge windup. When the Zeta arcs its back and a red light begins to glow there, react quickly and decisively. Your job here is to Free Aim directly at that red light and fire to pull the Zeta down to the ground.

The bouncing acid-ball attack, in contrast, comes out fast with little warning. Green fizzling around the Zeta's mouth while it's on the ceiling signals the impending attack. Instead of pulling the Zeta down while its attack is charging, you have to pull it off the ceiling after its acid ball is fired. This can be tricky, because the acid ball bounces slowly around the chamber, giving you little space to maneuver.

When you perform the pull, avoid standing directly under the Zeta. You can easily pull the Zeta down on top of you, causing you to sustain damage.

Whichever of the two attacks the Zeta performs, if you succeed in pulling it off the ceiling, it smacks onto the floor and lies there with its core exposed for a short time (you also get some ammunition and health for you troubles). This is prime Super Missile time. Unload whatever Super Missiles you have, then continue pelting the core with regular missiles.

The last move to watch for is its counterable attack, which Zetas enjoy performing more than practically any other Metroid type. Right before it executes this attack, it reels back on all fours, open its mouth, and shakes its head. Get in close and wait for the counterable attack to be unleashed.

11 With this Metroid destroyed, backtrack to the tall corridor two rooms to the east. It's time to hightail it back to the west side of the map—the southwest side, to be precise. Area 4's last Metroid is lying in wait for you there. The recommended route used to reach it, though, depends on whether you first take this opportunity to grab most of the items littered around the Diggernaut Escape rooms. To commence item-hunting, read on. To opt out, skip the following tip section and resume the Walkthrough afterward.

AEION TANK A-6

To engage in some item-hunting at this point, drop all the way to the bottom of the tall corridor and take the door in the bottom-right corner.

Turn right and drop down the opening ahead. Once your feet touch the ground, proceed left until you reach a dead end. There's a small opening near the center of the left wall. Drop in there, crouch while facing left, and fire a Super Missile at the Block ahead.

Continue left, past the small Morph Ball passage containing a Missile Tank, and drop down the opening left of the room's center.

Venture right until you see grapple points in the ceiling. Drop into the pool of water below them, roll into the Morph Ball, and bomb the Block ahead.

Plant a Bomb up against the next Block to destroy the Block in the passage's ceiling. Jump into the opening and plant another Bomb to create a path into the row of red plants. Turn on your Lightning Armor and grab the Aeion Tank.

MISSILE TANK M-35

Back out of the Aeion Tank's passage and head left until you see an opening in the ground.

Drop down the opening and land on the first platform on the left. From here, Spider Ball down the wall and plant a Bomb on the second Block below the slope (use your Scan Pulse to find the exact location).

You enter a room with a Bomb-destroying fan on either side of a center column. The column is composed of Bomb Blocks, which makes this next part tricky.

Get underneath the column and plant a Bomb. Once it's destroyed, quickly jump onto the bottom of the next Block in the column and plant another Bomb.

(You can also roll to the tip of the Blocks lining the path up to the column, as seen in our screenshot.)

Wait for the bottom Block of the column to reappear. Climb on top, place another Bomb, and wait for it to detonate while still on the Block.

As soon as the Block is destroyed and you fall, the second Block reforms. Quickly jump on top of that second Block and plant another Bomb.

You don't need to wait on the Block for this detonation. Spider Ball onto the left or right wall and roll up into the opening as soon as the Bomb blows.

MISSILE TANK M-36

Exit Missile Tank M-35's room the way you came in and drop to the area's bottom level. Go right until you see grapple points in the ceiling.

Missile Tank M-36 is in the ground just below the grapple points. To get to it, plant a Bomb on the Block one space to the left of the slope ahead. Continue planting Bombs in each opening you create to carve a path to the tank.

Once you have all three items, it's time to head to the east side of the Chozo Seal room. In this case, the fastest route involves getting to the third level from the top of the area and taking the door past the Save Station.

Enter the next door on the left and drop down to the elevator below.

In the Chozo Seal room, drop to the lower level and head straight to the left. Your destination is the Pull Block in the lower-left corner. Destroy it and use the Morph Ball passage it was blocking, then proceed to our M-37 tip and/or 12.

If you opt to skip the items for now, the route we recommend involves teleporting to Area 4's west side via the Teleport Station in the bottom-left corner of the tall corridor.

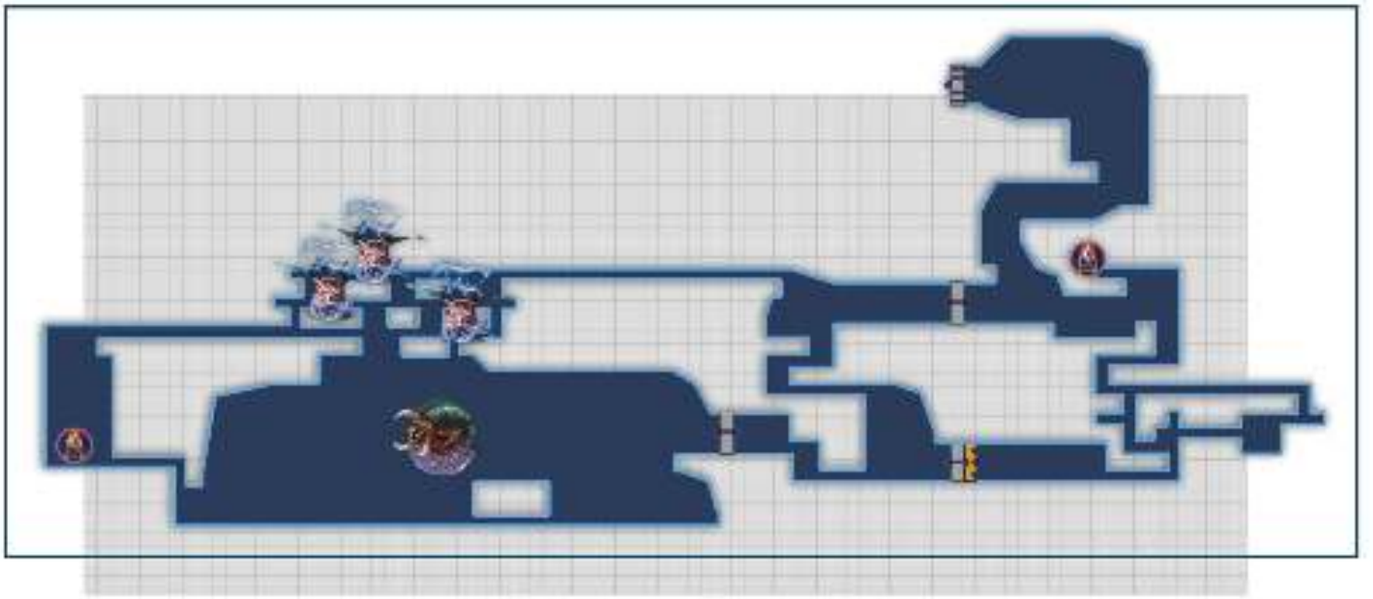
In the Teleport Station room, go left but stop short of falling down the hole on the left side. Wait for the Stronger Tsumuri to make an appearance, then destroy it and Spider Ball down the right side of the hole. Use the Teleport Station to warp to the west side of Area 4.

After teleporting, head up, then right to enter the Chozo Seal room.

In the bottom-left corner, destroy the Pull Block on your left and jump into the Morph Ball passage it was blocking.

MISSILE TANK M-37

Reach Missile Tank M-37 by Space Jumping straight up the opening above you right after you enter the Chozo Seal room. At the top, take the door on the left. The Missile Tank is waiting for you on the other side.



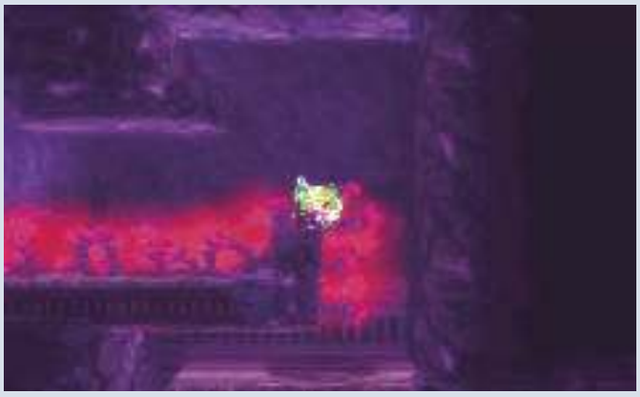
12 The Metroid is close to this location, but reaching it requires a few more steps. Roll left to enter an alcove with another Pull Block ahead. Pull this one as well, then jump back into the Morph Ball passage and take the upper path.

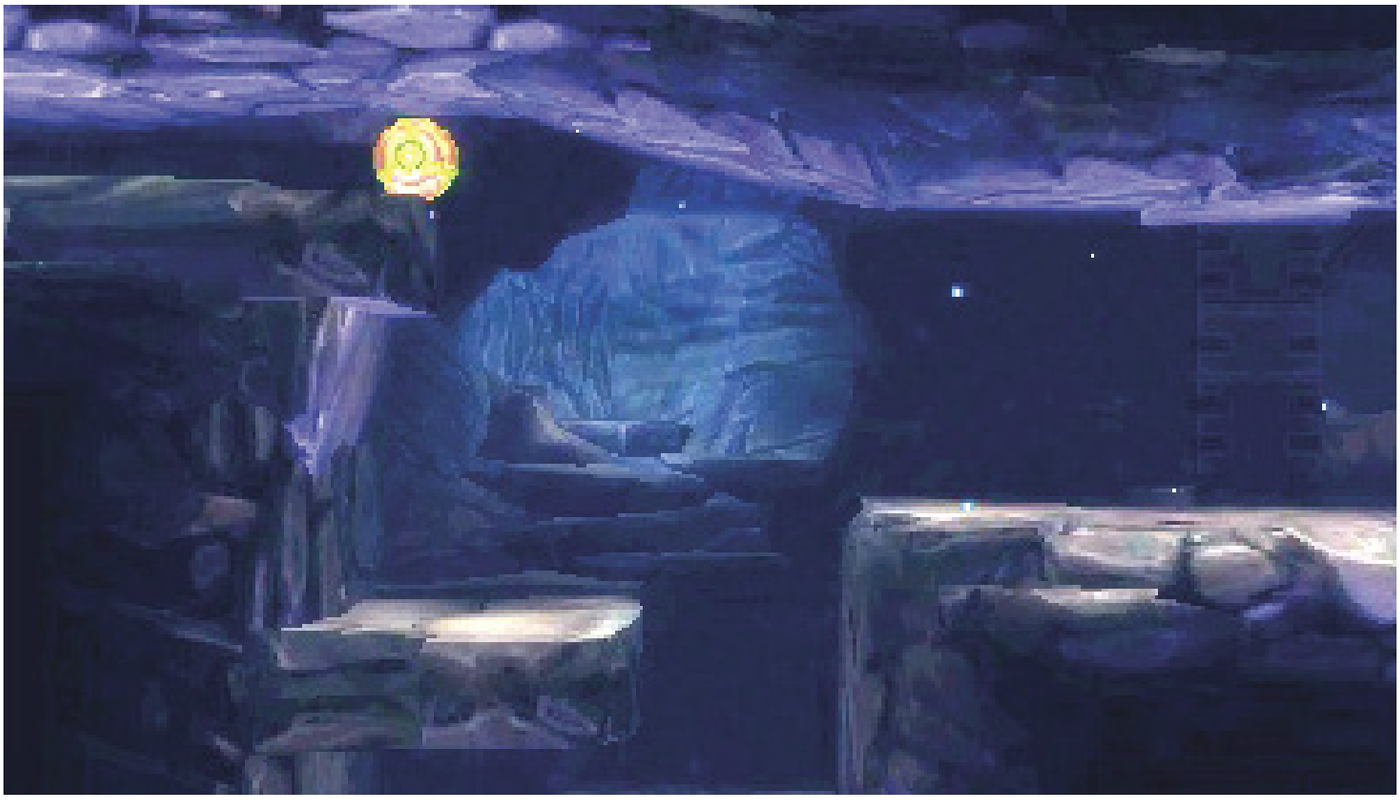
Head left and plant a Bomb on the Block third from the left wall to gain access to the lower passage. Drop to the bottom of the path and plant another Bomb, then make your way to the left side of the room. Destroy the Tarmarga-covered door and go on through.

MISSILE TANK M-38

Before bombing the Block above and to the left of the Pull Block, climb up the Morph Ball passage to spot a small platform near the ceiling.

Jump onto the platform and plant a Bomb to reveal Missile Tank M-38.





Get to the top of the room and crawl into the Morph Ball passage in the top-left corner.

Continue left to reach a hall loaded with platforms and inhabited by a couple of Moheeks. For a direct route to the

Metroid, drop to the floor and roll left to fall through some Pit Blocks into the Metroid's chamber. Or you can grab another Missile Tank first by jumping across the platforms and dropping on the left side of the hall. Make your way left to find Missile Tank M-39.

From the Missile Tank's location, roll to the end of the passage on the right to fall into the Metroid's chamber.

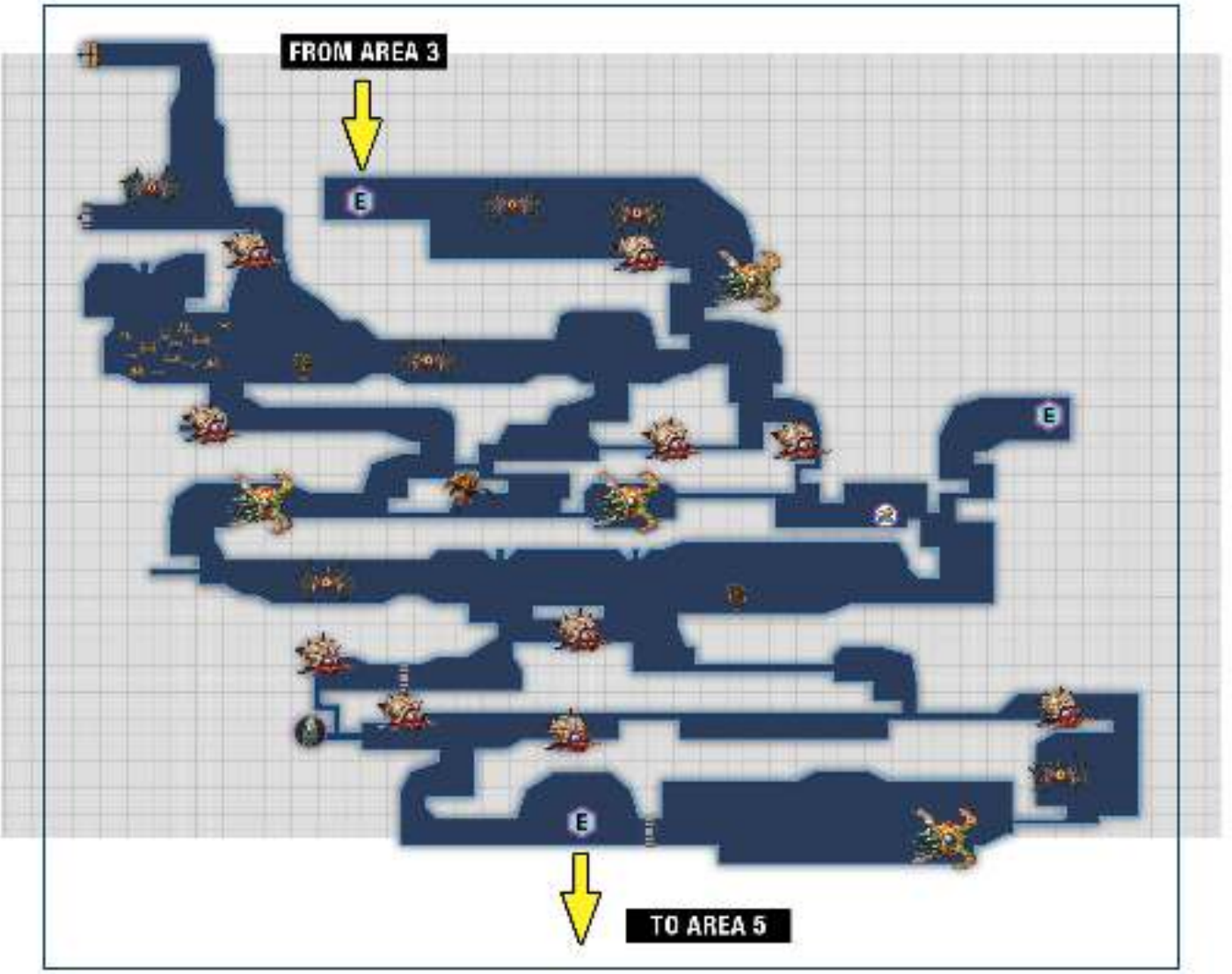
EVOLVEDALPHA METROID

27/40

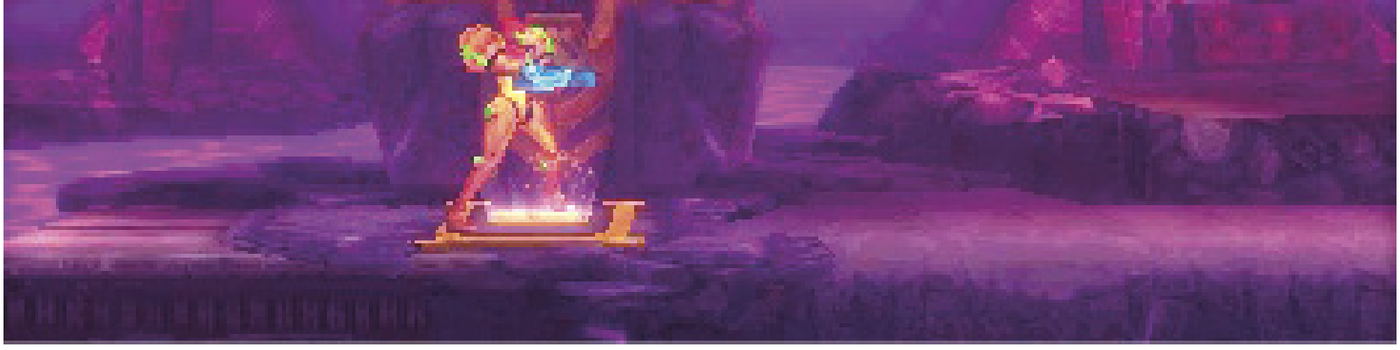
After fighting a Zeta, bumping into an Alpha is either a relief or an anticlimax. This fight is a breeze, even for the sleepiest of Space Hunters.

Head to the platform in the chamber's center to avoid fighting the Alpha in the water covering the entire floor. Wait for an opening and light up the Alpha with Super Missiles. Six or seven are plenty to take it down. Even if you don't have that many, you can finish the fight effortlessly with regular missiles after pelting the Alpha with a few Super Missiles.

13 With the Alpha defeated, it's time to return to the Chozo Seal. To get there, use the door in the top-right corner of the room to the right of the Metroid's chamber.



13 With the Alpha defeated, it's time to return to the Chozo Seal. To get there, use the door in the top-right corner of the room to the right of the Metroid's chamber.



Once you're back at the seal, insert the Metroid DNA to lower the purple liquid once more. There are no tricks this time, just a largely dry, liquidless purple path to the elevator.

Drop down the opening to the left of the Chozo Seal, then bomb the base of the right wall. Bomb your way through the Blocks and continue right.

Head all the way to the right until you hit the wall, then place more Bombs at the base. Once the road is clear, continue right.

SUPER MISSILE TANK S-3

Instead of bombing the wall to the right, Spider Ball onto the bottom of the platform hanging above the pool of purple liquid.

Continue left to a Pull Block. Destroy it, then fire a Super Missile at the Block behind where the Pull Block was to reveal Super Missile Tank S-3.

Drop to the bottom of the shaft to the right, then make a straight dash to the left to find the elevator to Area 5.

CLEANUP

If you're not in a rush and are itching for more item tanks, head to your nearest Teleport Station and read on.

Area 1: Missile Tank M-80

Teleport to the station in Area 1, then exit the room via the right door. Climb up to the top of the next room and take the door on the left.

Continue left to find a Gigadora-covered door on the room's bottom-left side. Destroy the Gigadora, head through the door, then stop immediately upon entering the next room.

Transform into the Morph Ball and jump onto either the ceiling or the column in the room's center and Spider Ball. Roll around to the column's other side to reach Missile Tank M-80.

Area 2: Super Missile Tank S-4

From the northwestern Teleport Station in Area 2, Space Jump up to the room directly above the station. Head to the left side of the room and use a Super Missile to open the Green Door.

Climb to the top of the room and wrap around to its left side. Plant a Bomb on the Blocks below you, then plant another Bomb on the Blocks below those.

When you reach the third set of Blocks, press up against the right wall and plant a Bomb. It should blow up the entire row of Blocks, including the one keeping you from reaching the Super Missile Tank.

Once the Blocks are clear, roll into the passage and grab Super Missile Tank S-4.

Area 2: Missile Tank M-40

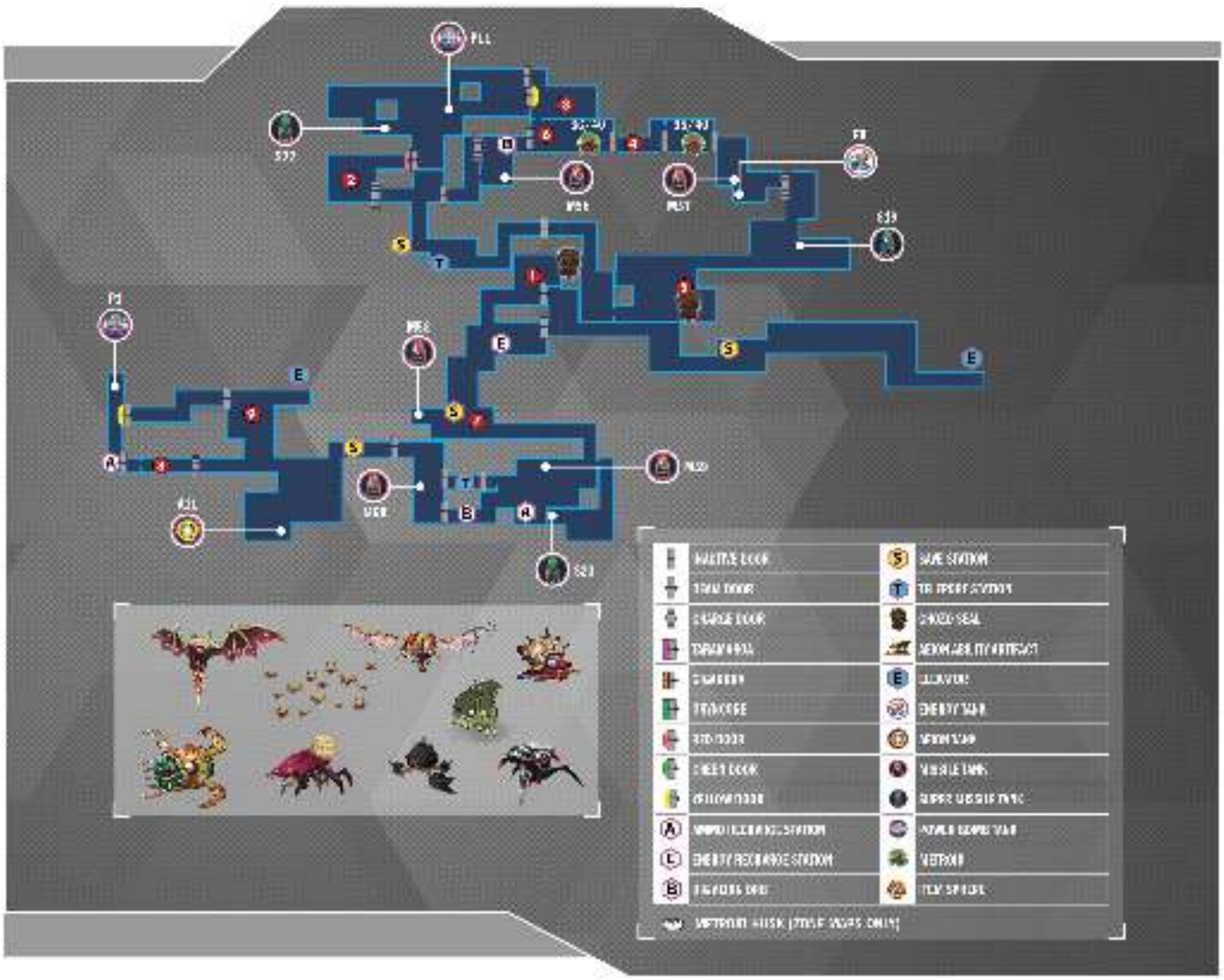
Grabbing Missile Tank M-40 is incredibly easy if you just picked up Super Missile Tank S-4, or if you're coming from the northwestern Teleport Station. Space Jump to the top-right corner of the giant Teleport Station room to find it in the wall.

Area 3: Super Missile Tank S-5

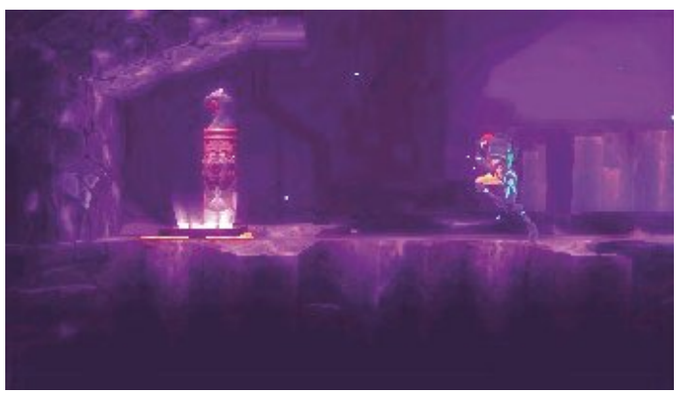
From Area 3's central Teleport Station, head through the room's only exit, then through the next room's top-left

Area 6

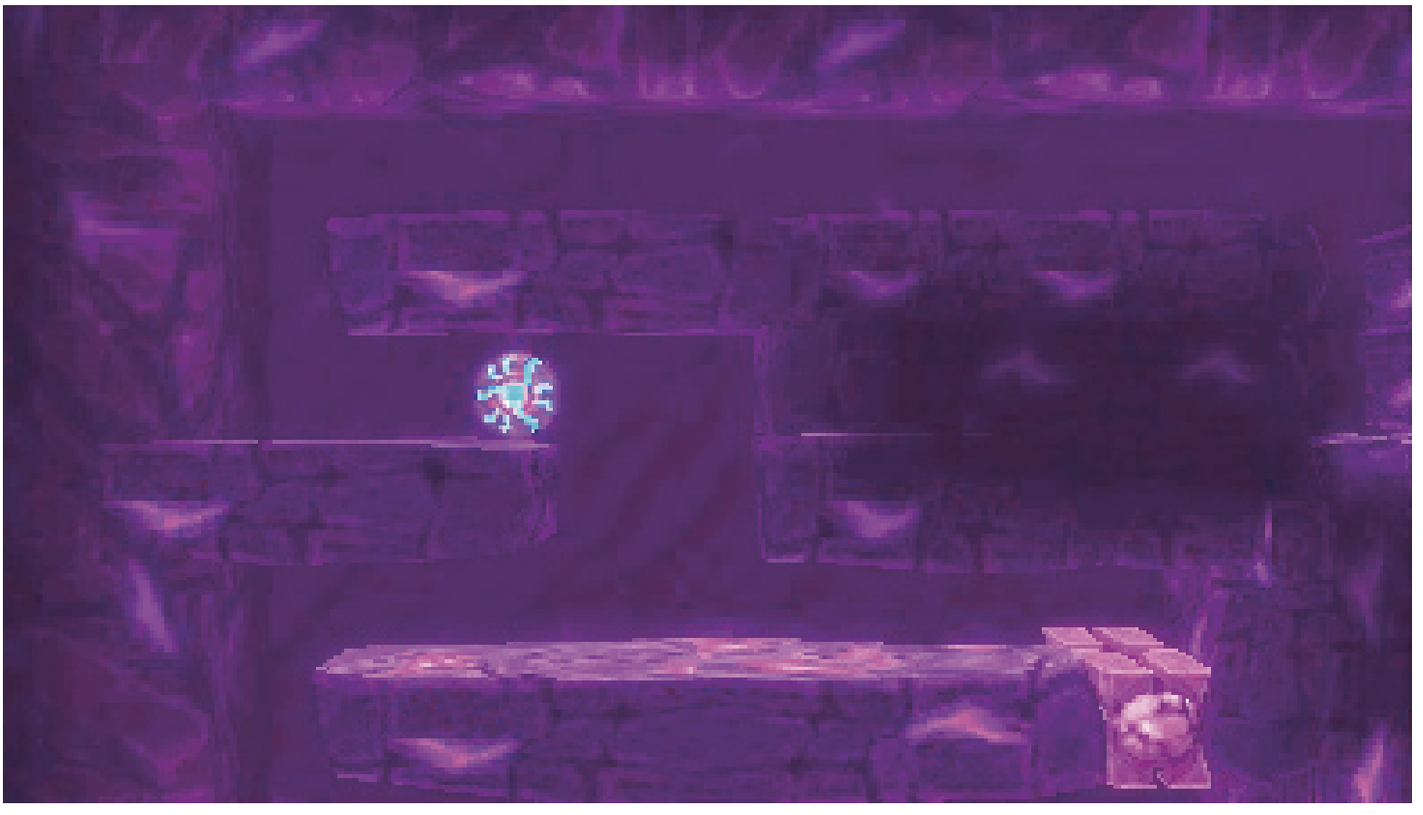
Area 6 : part I

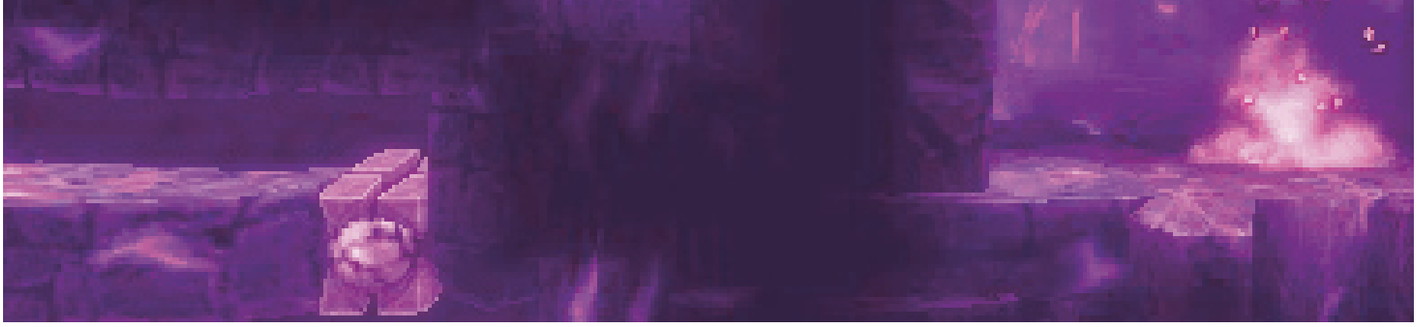


1 As far as areas go, Area 6 is straightforward. There isn't anywhere to go except toward the Chozo Seal at this point. Head left until you reach the only Energy Recharge Station in the entire area.



From here, travel upward and bomb the Block in the top-right corner of the Morph Ball path up ahead. Watch for GlowFlies—this area is littered with them.



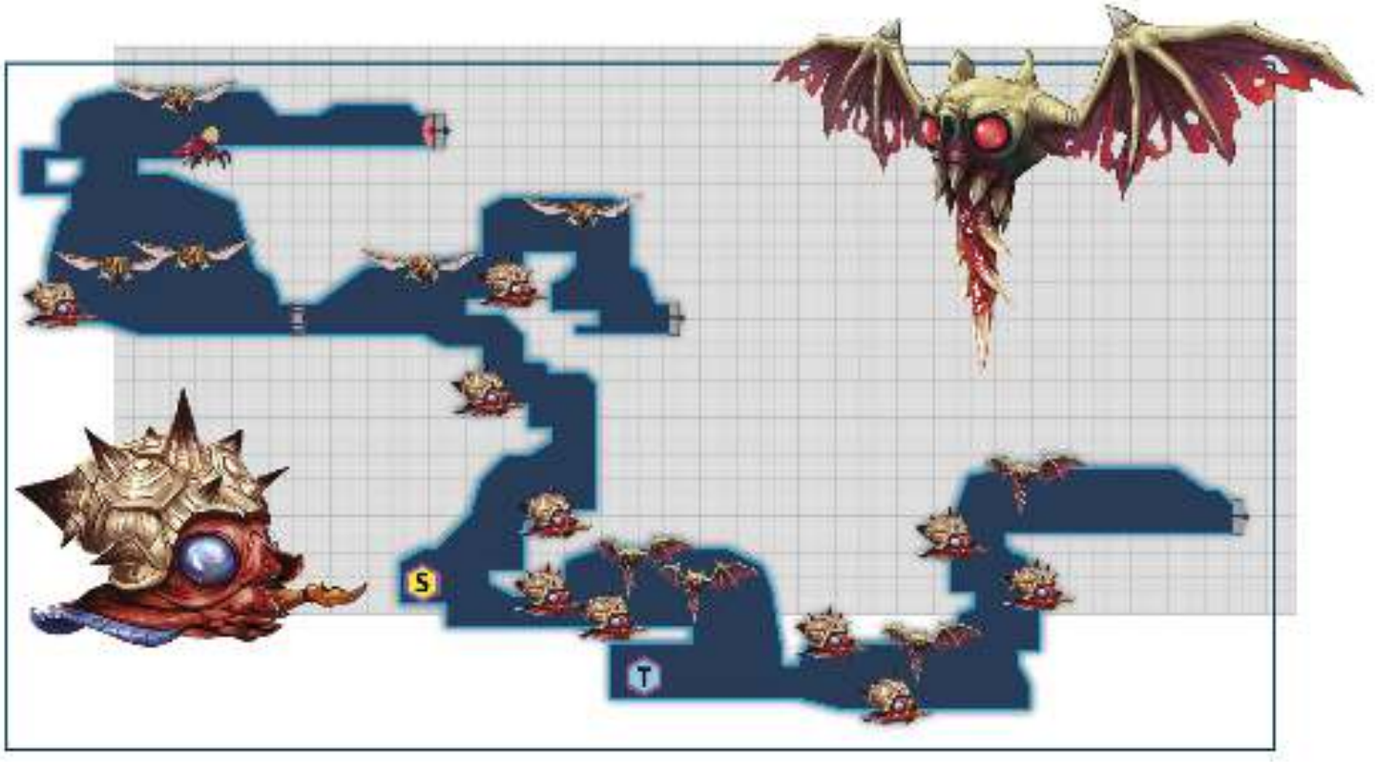


Bomb the center Blocks on the platform farther up. Follow the path up and to the right, taking care not to agitate any GlowFlies. Drop into the small pit near the end of the path and wait for a GlowFly before progressing to the end. Bomb the Block at the far end to drop back into open space.

Head to the center of this open area and Space Jump up to find the Chozo Seal in the top portion of the room. It looks like only one Metroid DNA strand is required again. There must be more involved than what you're seeing, so don't wait to explore the area further.

SHORTCUT UNLOCKED

Instead of Space Jumping to the upper part of the room, take the door on the right. At the bottom of this room, find a Pull Block obstructing what should be a shortcut to the earlier part of the area. Destroy the Pull Block to gain easier access for future exploring.

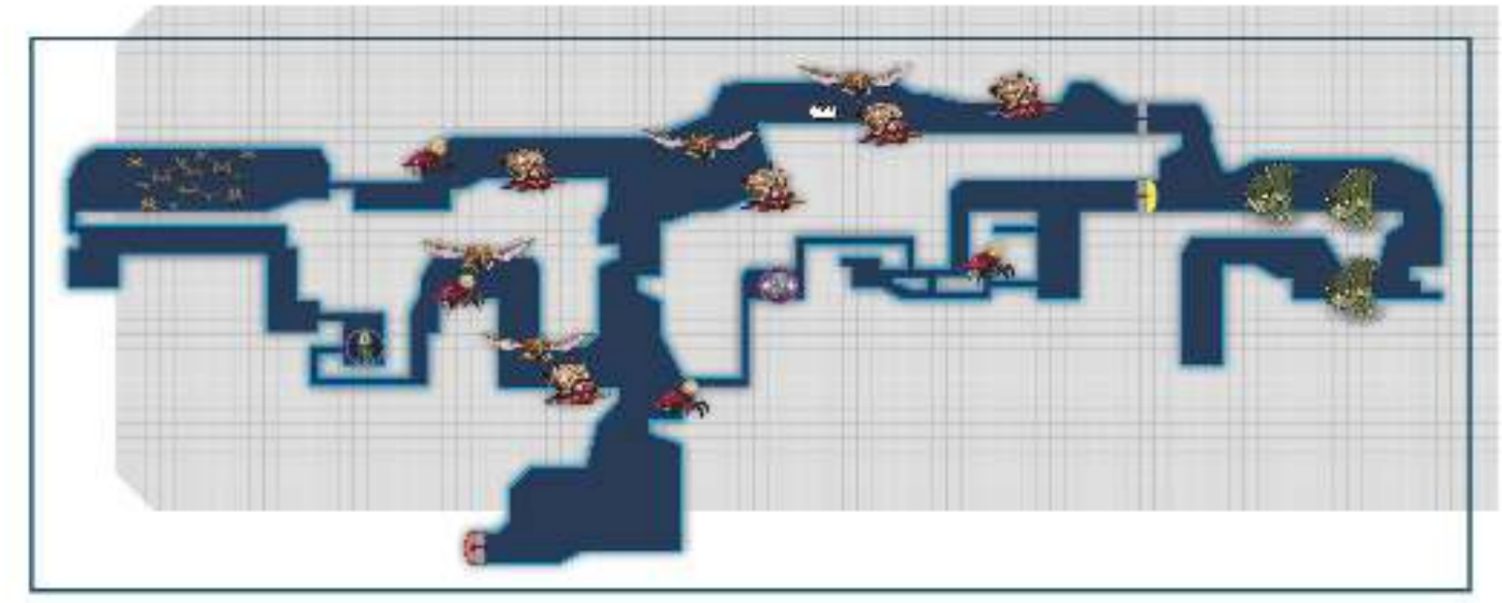


2 There's no way to go but onto the right landing and around to the left, so get moving!

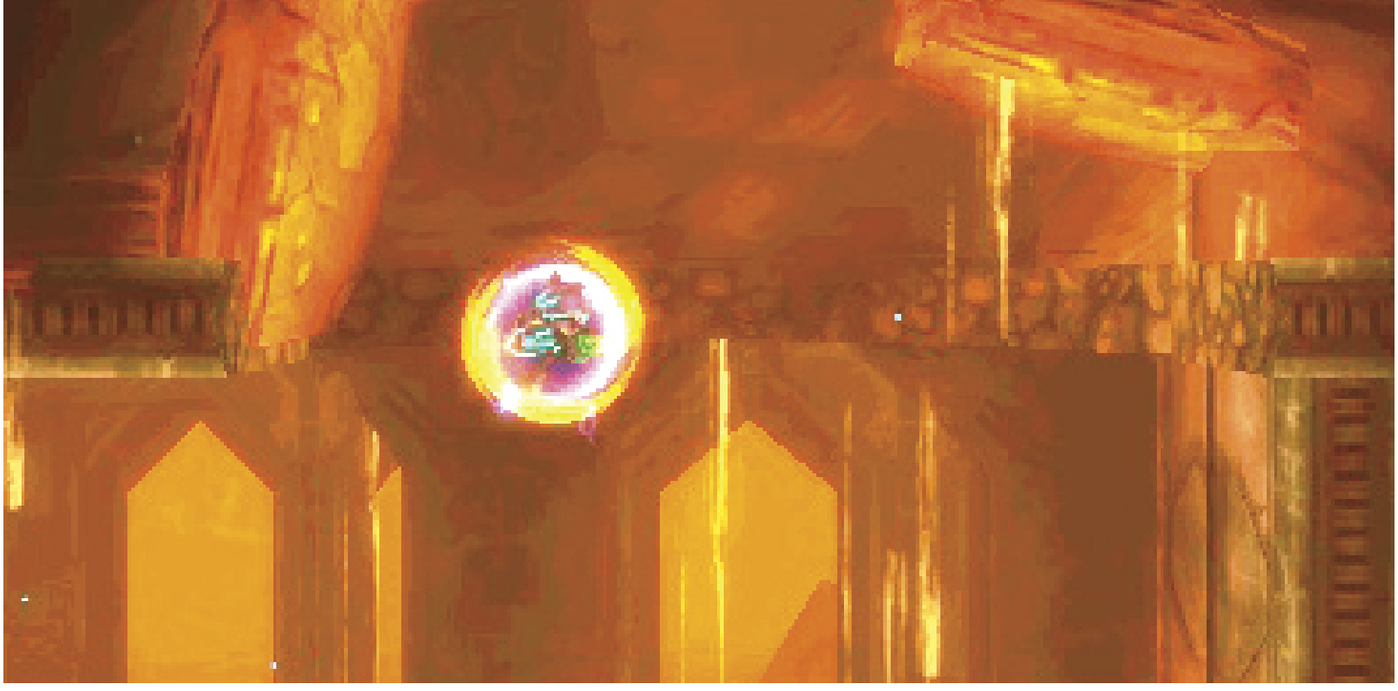
Continue along the path until you reach a Teleport Station. Approach to activate it, then jump onto the platform above it.

Climb until the path forks left and right. Continue left to find a Charge Door. Charge it and move on through.

Head to the left side of the room and Space Jump upward. The Screw Attack cuts through the platform near the top. Once you're through, get to the Red Door on the right. There's a new item through there.



3 That dang Diggernaut took the item! There's not much you can do to get it back at the moment, so focus on this area's Metroids for now.

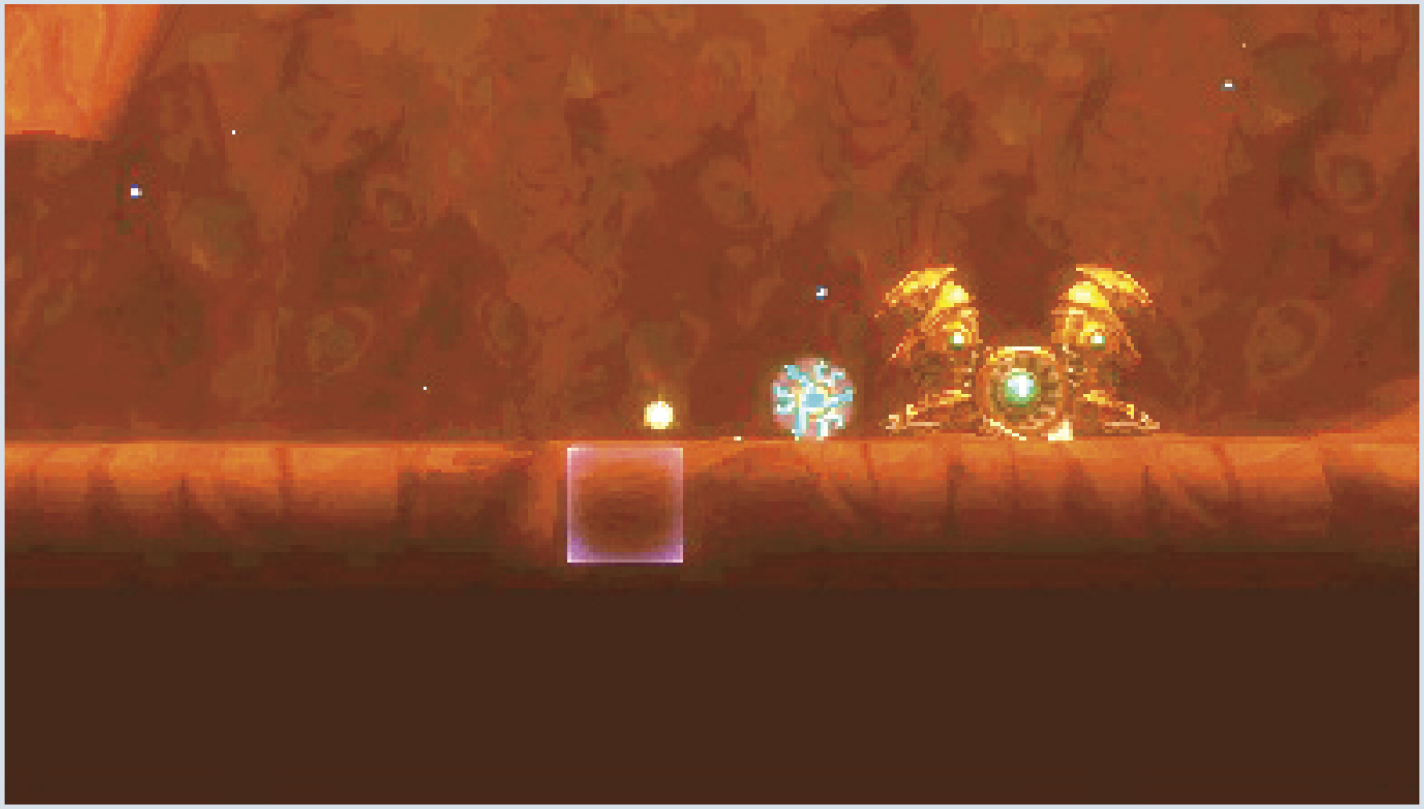


At the center of the room, Space Jump upward. The thin platform blocking the center is made up of Screw Attack Blocks, so keep jumping and tear through them.

Once through, head right as soon as you're able. Continue right and take the door at the end of the path.

Continue right, drop down, and go to the left corner of the room. Drop down the pit on the room's left end to fall through some Pit Blocks to the room below.

MISSILE TANK M-56



Once you fall into the pit and drop into the next room, enter the door on the left for a Missile Tank.

After entering the room, bomb the Block a few Block spaces to the left of the Big Aeion Orb device.

Drop into the hole and follow the red-plant-laden path to reach the Missile Tank.

4 Head through the door on the right side of this room, then plant a Bomb at the pass of the platform in the center of the connecting hallway ahead. Bomb the second Block obstructing your path, then take the door on the right side of the hall. The next Metroid is past that door.

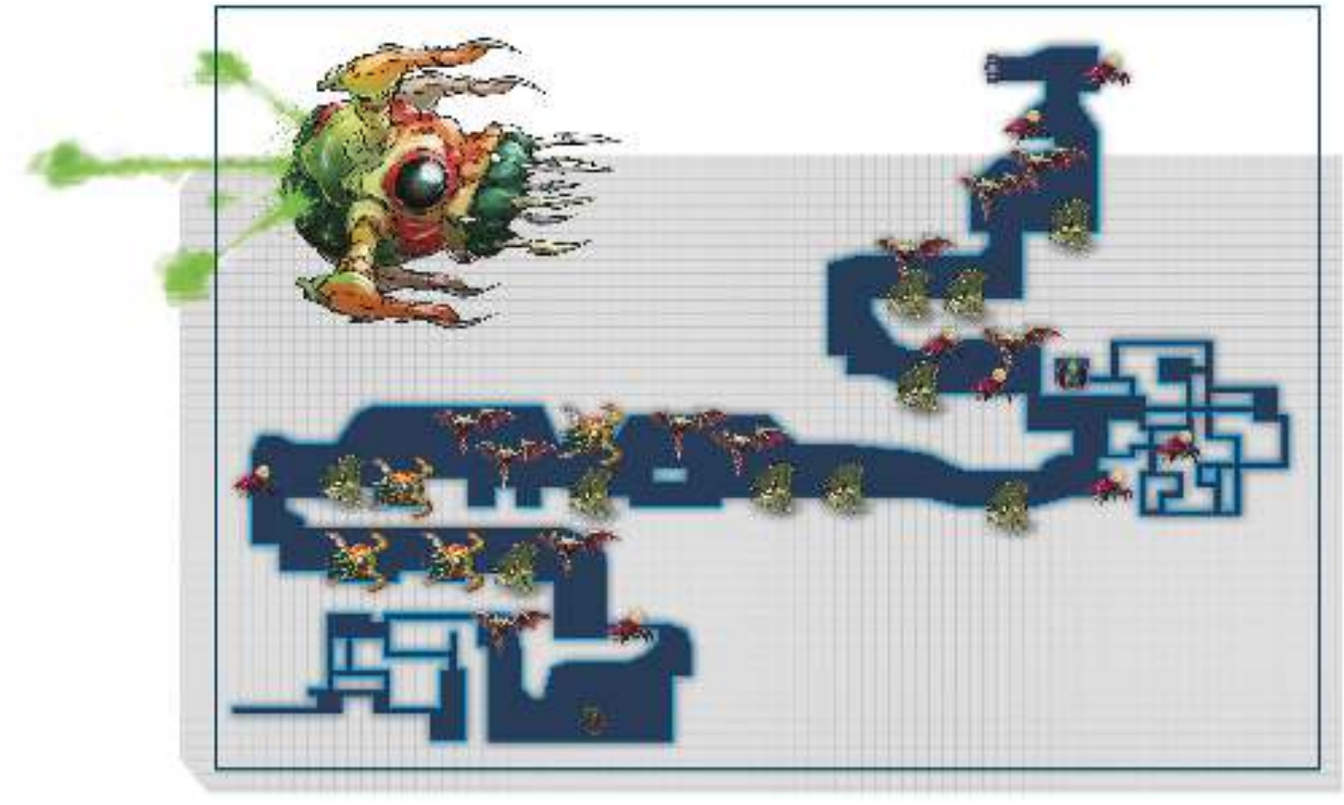
ZETA METROID

35/40

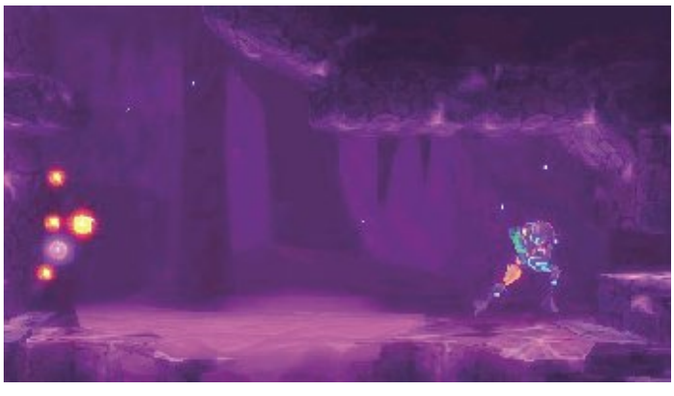
You're up against another Zeta Metroid. At this point, Zetas are likely second nature. Your first encounter may have been intimidating, but you know their patterns by now.

As a refresher, pull the Zeta off the ceiling after it fires its volley of bouncing projectiles. If it charges up a fire attack while on the ceiling, pull it down with the Grapple Beam before it fires. Pulling it off the wall or countering its counterable attack makes this a brisk fight.

With the Zeta defeated, you have enough DNA to unlock the Chozo Seal. Backtrack to the seal at 1 's location on our map and insert the DNA.



5 Instead of draining the purple liquid, this seal shifts it to another part of the map. The path up and to the left of the Chozo Seal is no long accessible, but a new path to the right has opened up. If you've used Scan Pulse anywhere on the right side of the map (or if you've looked at the map in this book), you may have noticed a second Chozo Seal. That seal is uncovered now, so head that way. Drop to the bottom of the right path and through the Morph Ball hole on the room's right side.



In the next room, jump up into the Morph Ball passage above the fan. Plant a Bomb on the left side and sit on top of it while you wait for it to blow. When it detonates, drop down and fire a missile straight up at the Block above you. That's a Missile Block. As soon as you clear it, jump straight up past where it was, and grab on to the ledge.

There's a Pull Block in this upper alcove. Destroy it, then drop back to the floor and head right. Align yourself with the center of the spike-lined corridor, aim up, and Grapple Beam your way to the top of this small shaft.

Follow the path around and to the right to find the Chozo Seal. This one requires a single Metroid DNA strand as well. There aren't many Metroid fights left, so see this through to the end.

6 The shifting liquid not only opened and closed paths, it also seems to have stirred a Metroid into a room you've already visited. To reach it, jump up through the opening to the upper-right side of the Chozo Seal.

The path ahead is without any forks or tricky platforming. Venture along the path to eventually come to a door on the northeast side of the room. Head through when you reach it.

SUPER MISSILE TANK S-19

Near the base of the upper-right side of the Chozo Seal room, you can find a Super Missile Tank. It's protected by a somewhat lengthy Morph Ball labyrinth and an endless supply of GlowFlies, but it's easy enough to reach if you have the patience.

To enter the labyrinth, bomb the Block next to the platform at the start of the climb to the door out of this room —if you see crystals to your right, you're in the right place.

Continue bombing your way to the right until you reach the drop ahead. Don't drop yet, however; this place is a haven for GlowFlies, so be careful while navigating it.

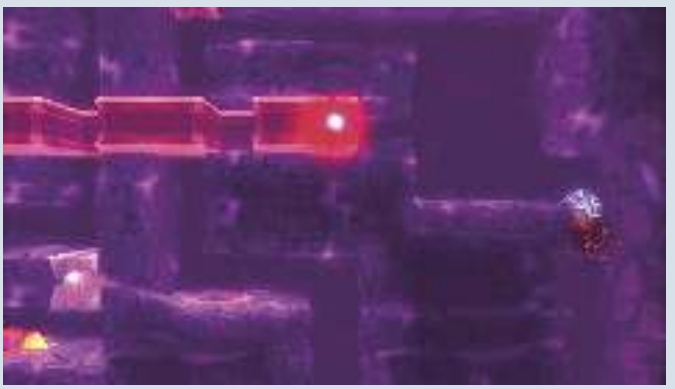
Wait for a GlowFly to come out of the hole on the right, then immediately follow behind.

Drop down and roll to the right. Wait under the crystal formation for a GlowFly to come by, then jump up into the right passage.

Once you're above the crystal row's level, Spider Ball along the top of the passage. The second Block at the start of this row is a Pit Block that drops you back to the bottom and likely puts you at risk of getting hit by a

GlowFly. You don't want either of these things to happen.

Jump up onto the first opening, roll past the giant Pull Block, and make your way to the right. The opening to the right of the Pull Block allows you to pull the Block and open a path near the start of the labyrinth.



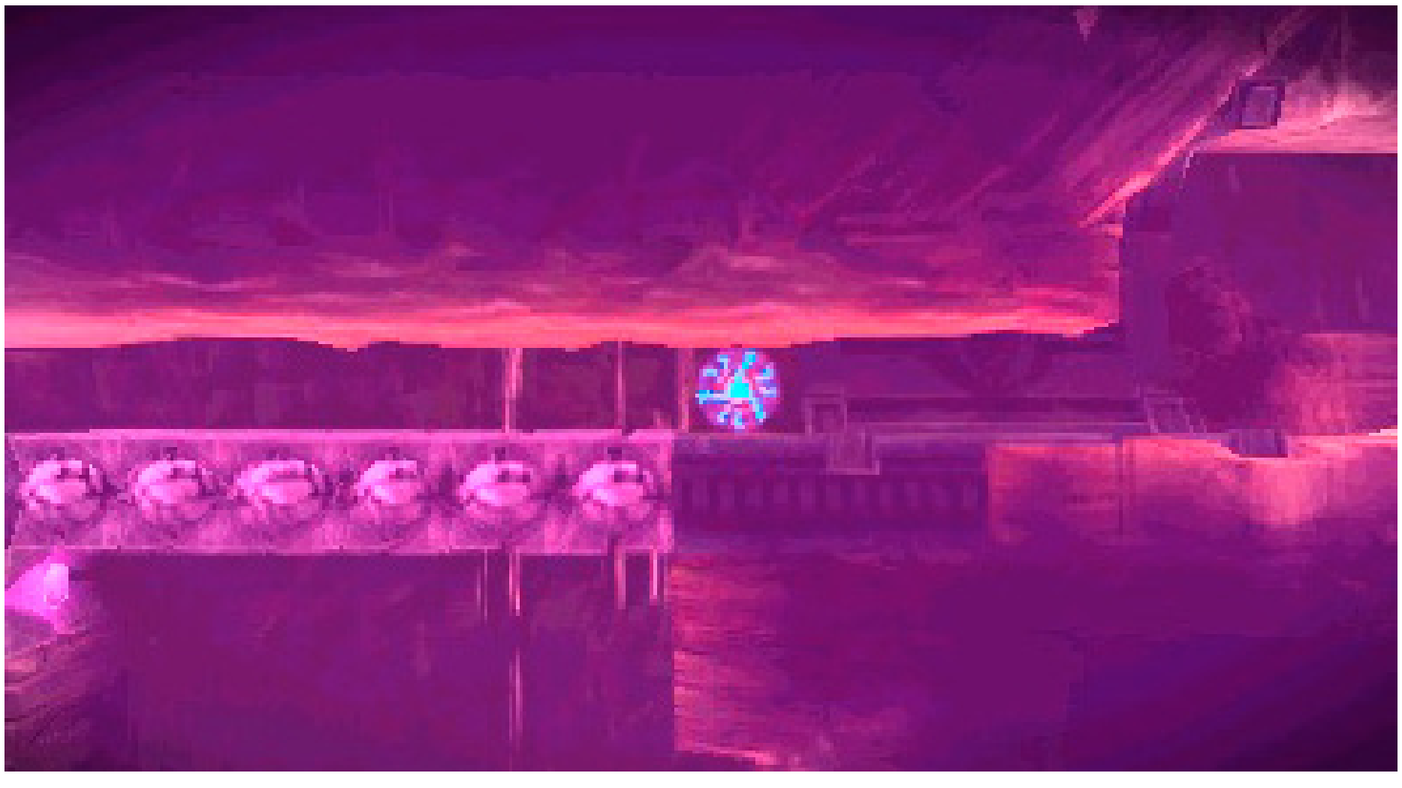
Once you pull the Block, roll as the Morph Ball to the right to fall through a Pit Block. Now roll to the left until you fall through a second Pit Block, then wait under the crystal row for a GlowFly to pass by.

Roll to the left row of crystals and wait for another GlowFly to pass before climbing up the left path. Climb until you reach the labyrinth's entrance. Again, wait on the entrance for a GlowFly to pass, then roll to the right of the GlowFly hole and place a Bomb. You're safe from the GlowFlies here, so don't worry about aggravating any of them.

Spider Ball up the opening until you reach an alcove above the giant Pull Block. There's a smaller Pull Block here. Pull it to destroy it.

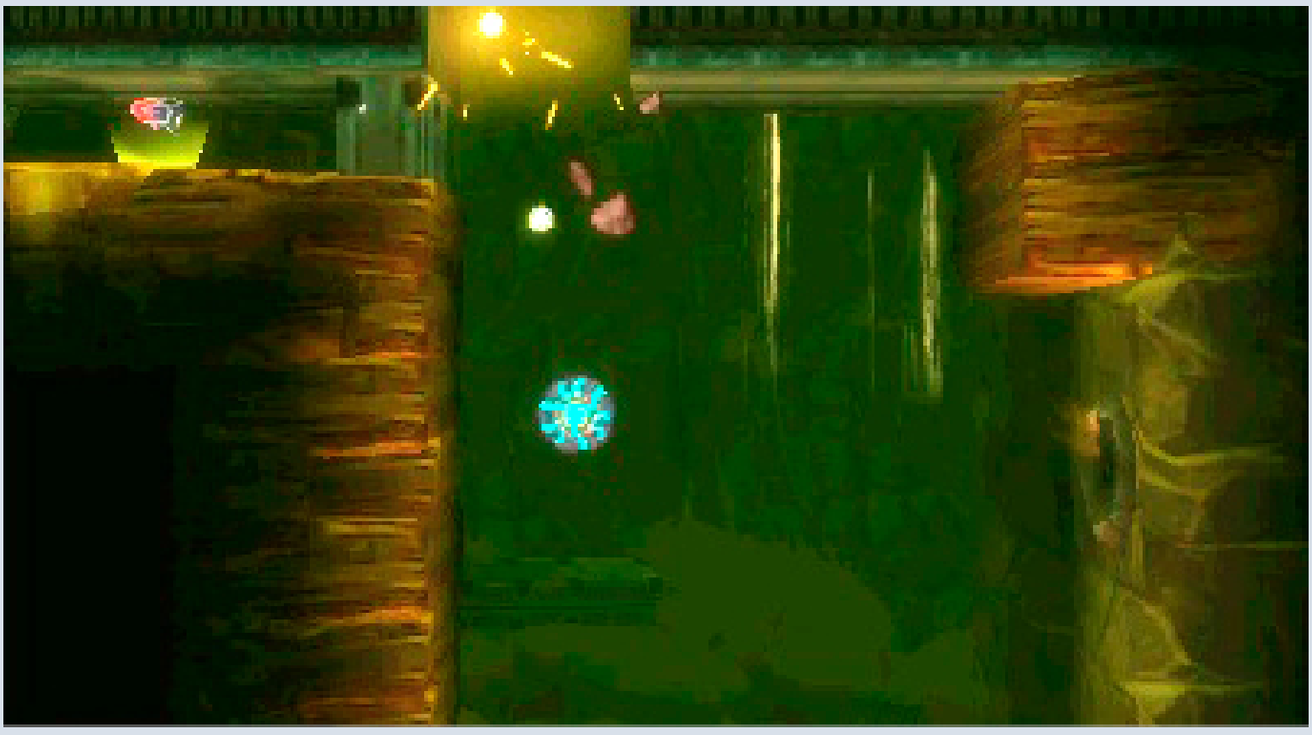
Drop down and head to the right of the giant Pull Block. An opening to the left of the Block allows access to it. Pull it, then drop and wrap around to the right side of the labyrinth.

Roll up to the top of the labyrinth and follow the path until you reach the Super Missile Tank. Roll into the small opening on the right to fall through a Pit Block down to the left of the giant Pull Block. From there, it's easy to reach the way back to the labyrinth's entrance.



You have to use the Phase Drift to get through the start of this next room. The row of Blocks with nothing below them are Pit Blocks. The ceiling is covered in yellow goo, so the Spider Ball is out of the question. That leaves the Phase Drift, which gets the job done just fine.

ENERGY TANK E-8 AND MISSILE TANK M-57



Instead of using Phase Drift to roll over the Pit Blocks at the start of this area, fall straight through them.

Shoot at the Missile Block on the left wall three Block spaces from the floor. Energy Tank E-8 is contained within.

Spider Ball your way up the left wall and bomb the Bomb Block at the top to reach Missile Tank M-57.

Continue west to reach the lair of your next Metroid: the Omega Metroid.

OMEGA METROID

36/40

This is it: a Metroid at the pinnacle of maturity. It's not as fast as a Zeta and it can't fly like the Alphas and Gammas, but it's huge and deadly.

Like the Zeta, the Omega Metroid's mouth and core are weak to attacks. Unlike the Zeta, an Omega can shield its core with a regenerating exoskeleton. Continually shooting its chest eventually breaks the plating that surrounds the core, giving you a chance to damage it. After a time, the Omega's chest plating heals and covers the core once more. Destroy it again to regain access.

PHASE 1

The Omega's attacks aren't complicated, but they cover a significant distance. For instance, if you see the Omega get on all fours and lift its tail, that's your cue that it's about to start using its tail to smack the floor, shaking rocks loose from the ceiling that damage you if you're in their path. The Screw Attack doesn't destroy these rocks, nor does it make you invulnerable to them. However, you can shoot them as they fall to prevent getting hit, and also to gain health and ammunition from them.

At times, the Omega's mouth fills with fire. This is its tell for its fire beam attack. It fires a concentrated beam wherever you are and holds it there for a couple of seconds.

When you see the fire form around its mouth, begin Space Jumping around to keep it from locking on to your location.

The Omega can also jump unexpectedly. If it performs a short hop in place, anticipate that its next move will be a huge leap toward your location. The only proper response is to quickly close the distance with the Omega. It hops high enough into the air for you to walk under its feet at the peak of its jump.

If the Omega pulls its arm back, expect a claw swipe to follow. This is an easy attack to dodge, but it can catch you if you're not prepared. If you're standing near the Omega after its first swipe, it follows up with another swipe right after. Give the Omega plenty of space whenever you see that arm go past its back.

The Omega's fire beams are not limited to a horizontal trajectory—it can move the beam up or down across the chamber. If the Omega begins firing a beam at its feet, it's going to drag the beam upward toward the ceiling. Escape by Space Jumping over the Omega. As soon as you pass overhead, it stops firing its beam.

If it starts by shooting its beam at the ceiling instead of its feet, consider yourself in fortune's favor. This is an ideal time to get in close and unload on the Omega's chest.

Save the Super Missiles and emphasize normal missiles instead. A handful of missiles breaks the chest plate, and when this happens, you're in the perfect position to unleash Super Missiles directly into the Omega's core.

The Omega's counterable move is heavily telegraphed and easy to counter. When it stands straight up with its arms to its sides and begins roaring with its mouth wide open, the counterable attack is about to happen. Get in close and wait for the rings and clicking sound you're familiar with. Once you've countered the attack, give the Omega all the Super Missiles you can muster.

If the Omega's tail rises over its head, get to Space Jumping to maneuver over and around the enemy. This is because the Omega is about to perform a tail slap or two, and those slaps have a lot more range than you might expect.

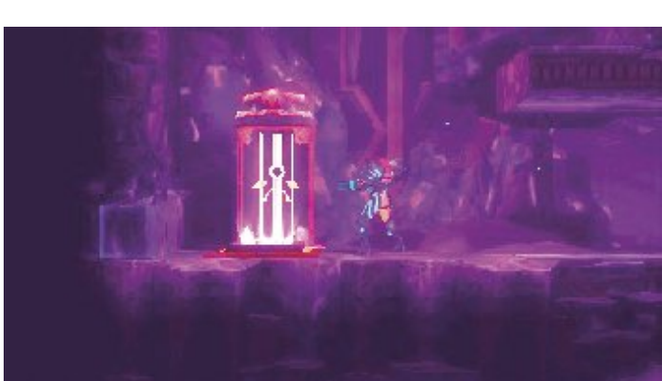
PHASE 2

The Omega's core progressively reddens as it takes damage. Once you deal enough damage, Phase 2 is triggered, and the Omega changes up its attacks. A few of its current attacks grow faster and more intense, so pay extra-close attention to its tells.

For starters, whenever it jumps during this phase, it does so much faster and at a shorter distance. It can perform its tail slap more than twice.

The most dangerous change is a mash-up of the Omega's fire beam and rock-dropping attacks. The Omega looks straight down at the ground and breathes a fire beam that engulfs the entire floor. While the floor is on fire, the Omega slaps its tail to cause rocks to fall from the ceiling. You have no choice but to Space Jump around and dodge the rocks. Thankfully, the rocks fall at a much sparser rate, so they're much easier to avoid.

Once the Omega is dust, make your way back to the Chozo Seal. Putting the DNA into this second seal fully drains the purple liquid from the zone. When you're ready, Space Jump up the passage to the left of the Chozo Seal.



7 It's a linear path to the first Chozo Seal, so head in that direction. Once you reach the seal, go left past it and follow the west wall down past the Energy Recharge Station. When you reach a Save Station, turn right.

MISSILE TANK M-58

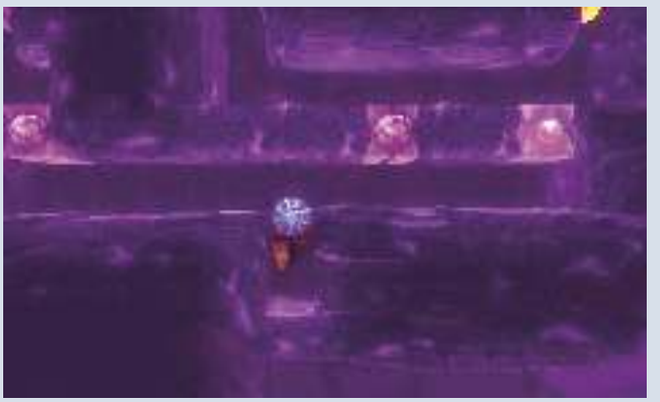
The Block near the floor to the left of the Save Station is a Bomb Block. If you're after another Missile Tank, destroy it and head on in.

You find another series of GlowFly-infested tunnels here, though thankfully they aren't nearly as long and winding as the ones for Super Missile Tank S-19.

The center of the Block bridge near the start of the passage is home to a Pit Block. You can reach the Missile Tank housed here one of two ways: move carefully and avoid the GlowFlies that pour out of the hole ahead, or throw caution to the wind and roll right on through the GlowFlies, take the damage, and grab the Missile Tank.

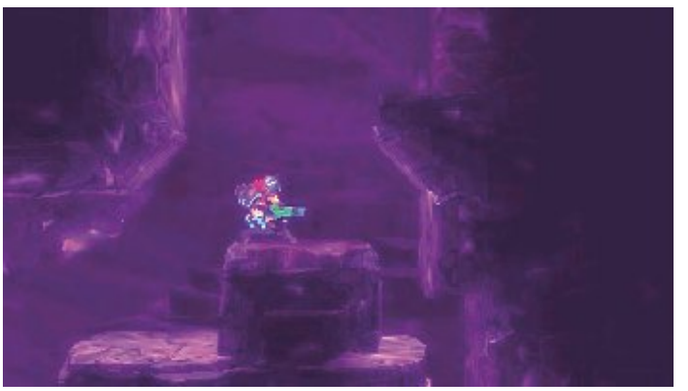
If you choose the first option, roll over the center of the bridge and fall through the Pit Block. Spider Ball along the bottom of the bridge and head to its left side. Bomb the Block at its left end and wait for the GlowFly to skitter by. Spider Ball up the wall past the GlowFly hole to find the Missile Tank just ahead. Roll to the left to fall through a Pit Block into the Missile Tank's alcove.

If the second option sounds more appealing, Spider Ball on the ceiling above the bridge, pass the Pit Block, and climb up past the GlowFly hole. You might take some damage, but nothing that can't be easily replenished.



Regardless of method, once the Missile Tank is in your possession, roll to the right to drop out of the alcove, then continue right to be dropped from the Morph Ball tunnel altogether.

8 Continue right and drop down the pit at the end of the path, then proceed left.



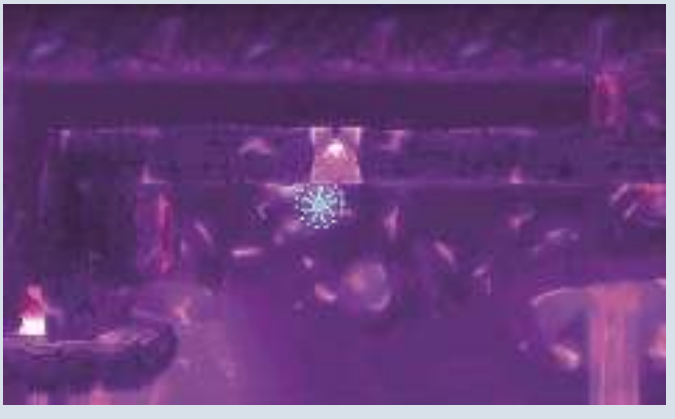
This room is large, full of platforms and swarming with enemies. Space Jump along the top to avoid tricky platforming, and protect yourself from enemy attacks with the Screw Attack. Find a door in the upper-left side of the room. Head on through.

MISSILE TANK M-59

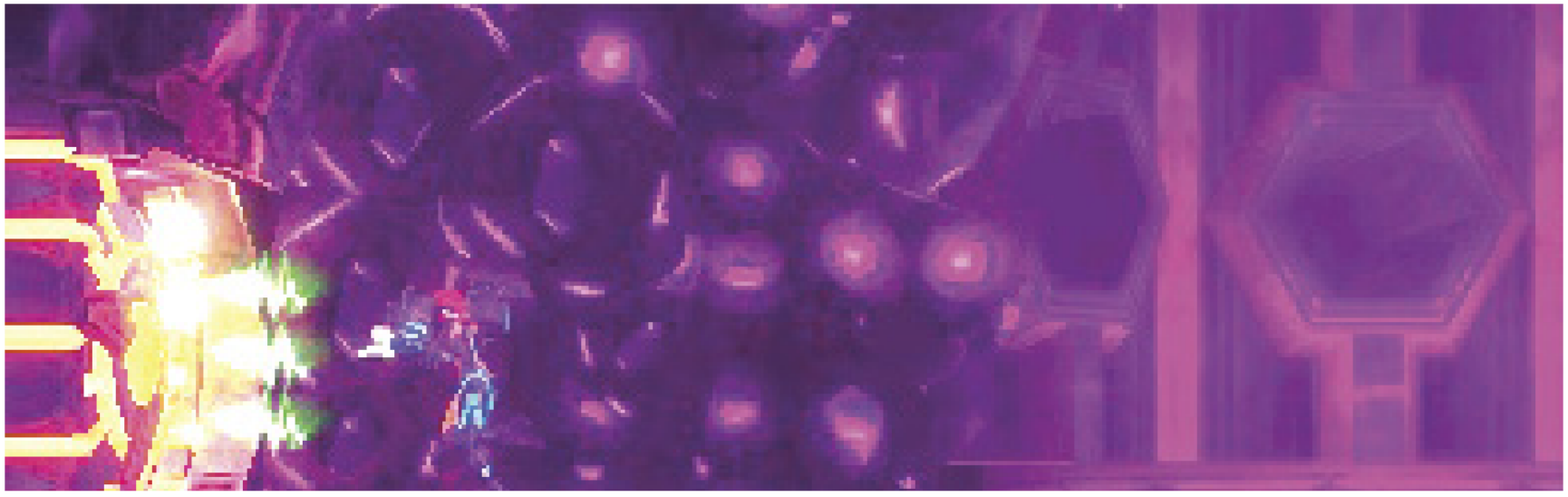
Before you take the door on the left side of the room, Space Jump up to the upper-left corner to find a Missile Tank. There's a small handhold to the right of the Missile Tank; grab on to it and pull yourself in.

Wait here for a moment. GlowFlies run out of a hole on the right and make their way into a hole directly above your location. Spider Ball onto the top of your hiding spot and wait for a GlowFly to pass by. Quickly roll up and place a Bomb slightly left of the middle of the Block bridge above. Back off, wait for the Bomb to blow, then wait for another GlowFly to run through the new opening.

Once it's through, head through yourself and make your way left to reach the Missile Tank.



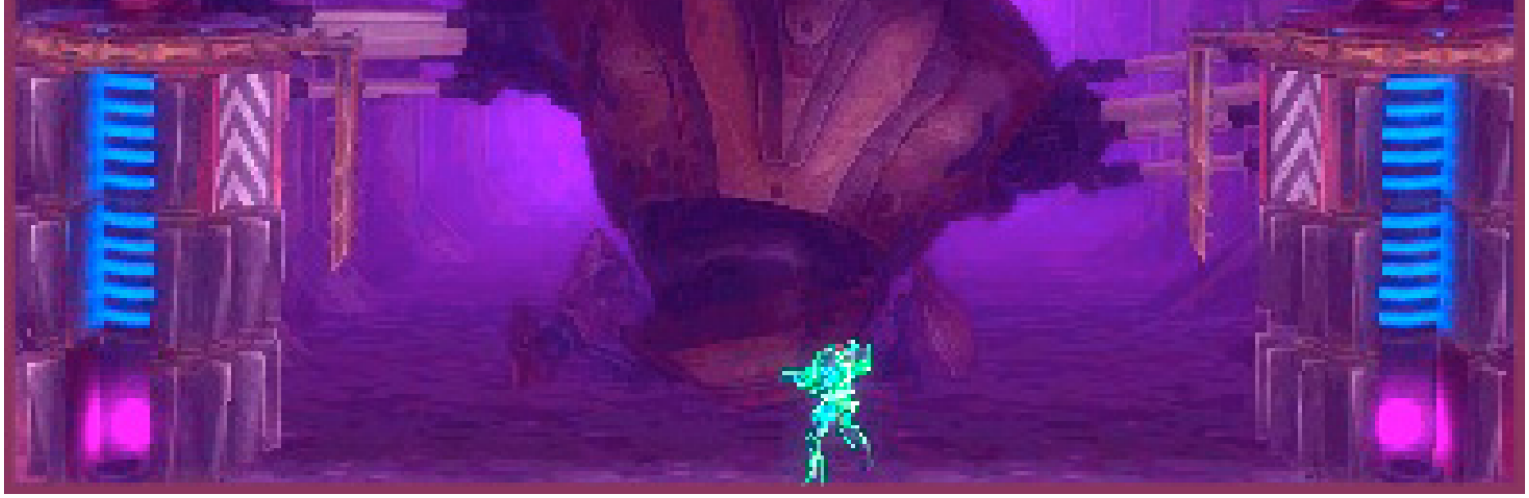
As soon as you enter the door just past the Teleport Station, stop! The platform ahead is full of Pit Blocks. Space Jump up the room to avoid falling through. If you do fall, take the door on the right, traverse the hall, and jump back up to the door leading to the Teleport Station.



Area 6

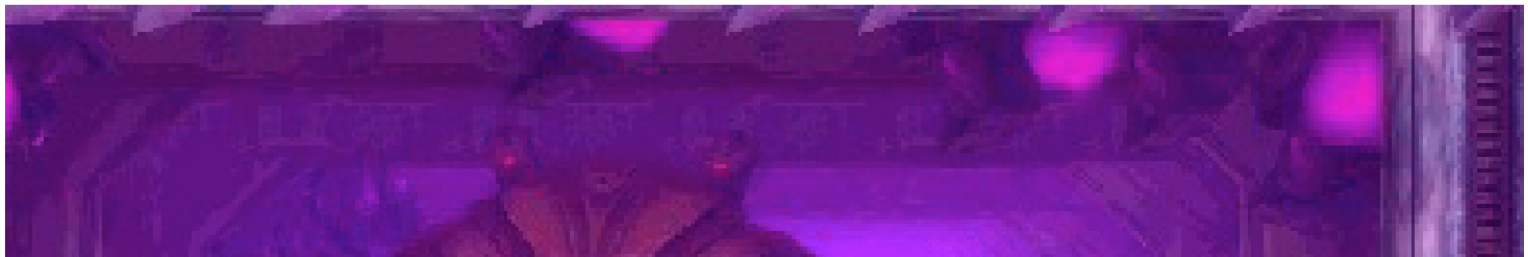
Diggernaut

You've been harassed by this machine for several zones, and the time for a showdown is finally here! This fight is a challenge, and the Diggernaut's attacks hit hard, so play defensively and take your time. The fight plays out more like an obstacle course than a breakneck, pulse-pounding, reflexive battle to the death. Its attacks aren't hard to dodge if you stay cool and collected.



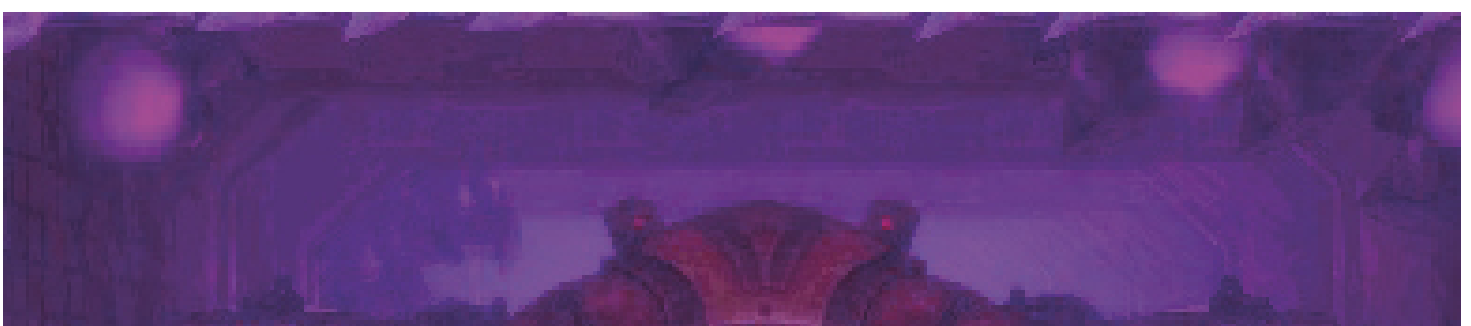
Damaging the Diggernaut is likely the toughest part of the fight. Its head and the interiors of its grinder arms are its weak points, but it rarely brings its head to the foreground, and damaging its head is the only way to get it to set its grinders in a place where you can damage them. There is a right time to strike, but for now, focus on each of the Diggernaut's attacks.

PHASE 1



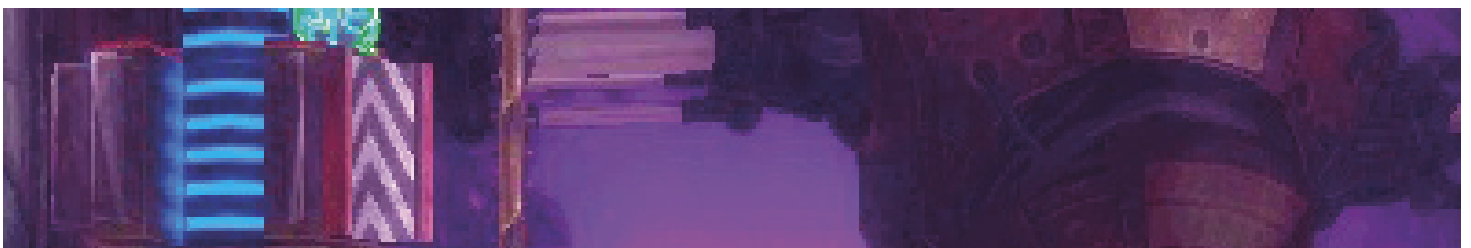
The Diggernaut puts both arms into the foreground and drags them across the room. The bottom arm stays stationary, while the top arm moves up and down. The Diggernaut can do this up to three times before stopping. It's not a hard move to avoid. Wait until the upper arm is near the top of the room, then jump between them. Repeat this for every pass the arms make across the room.

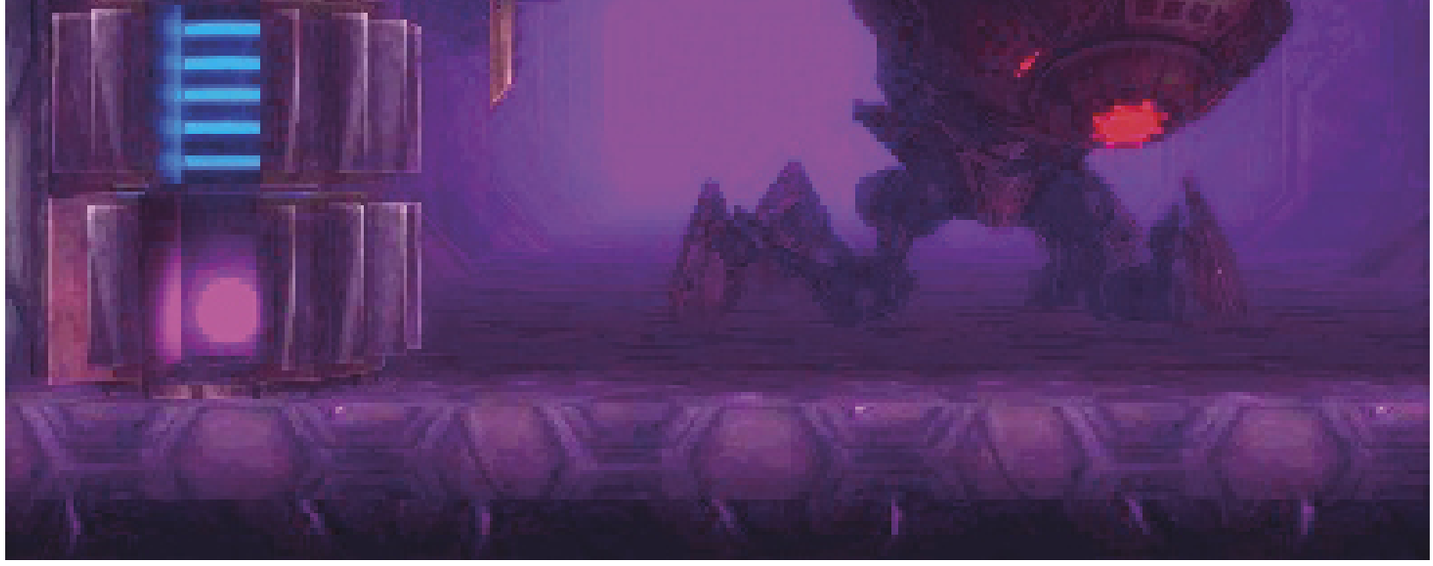
When the Diggernaut pulls its arms close to its chest in the background, start Space Jumping. It shoves them forcefully into the foreground and quickly draws them to the walls, then back to the center—rinse, repeat. If you're above them, you're safe. If not, well…those grinders are more than mere decoration.



After you dodge enough of the Diggernaut's attacks, it takes a more direct approach. It brings its head into the foreground and begins spinning a laser around the room. This is your opportunity to deal damage. Let fly a volley of Super Missiles directly on the boss's head, but do so while avoiding the laser. Follow the laser around the head by Space Jumping, unload Super Missiles, and repeat. Avoiding the attack isn't too difficult, but you can still take a hit if you get carried away with the attack. Remember, patience is key with this boss.

Once you deal enough damage to the Diggernaut's head, it doubles over and places its grinder arms near both walls of the room. This is another chance to deal damage. Pick a grinder and wait near it. The individual segments of the grinder rotate; when a segment with "up" arrows faces your direction, that's a sign that you can Spider Ball on that segment. Take care climbing up these arrow segments. Touch anything but these segments, and you get knocked off of the grinder altogether.





Your goal is to reach the top, then drop into the center of the grinder. Wait for the center to be cleared before dropping in. Be patient. When an opening appears, drop into the center and place a Bomb. This sends a short circuit directly to the Diggernaut's core processor. You have to repeat this method with the other grinder, but first, deal enough damage to its head to get it to put the grinder back into the foreground.

PHASE 2

Destroying the first grinder starts up the next phase of the fight. The Diggernaut alters its existing moves to be deadlier and adds a slew of new attacks into the mix. Be ready, because the fight gets tougher from here.

If the Diggernaut jams its grinders into the ceiling in the background, aim straight up and start firing. Bubbling purple acid rains continuously down from the ceiling in waves. The good news is that the bubbles aren't difficult to destroy. The bad news is that the Diggernaut attempts to target you with a laser-guided laser beam. A targeting reticle slowly follows you around; if it locks on to your position, it stops and fires a beam at that location. The easiest way to avoid this attack while shooting the bubbles, though it might seem risky, is to stand still, fire until you hear the reticle beep, then move away from the reticle. You have a second or two to act before the laser beam fires, so let the beep be your cue that the reticle has stopped and that you need to step away.

The attack to be extremely careful with is the Diggernaut's wind vortex. Ripples swelling around the Diggernaut's chest signal this attack. Shortly after, a giant tornado pours from the Diggernaut's chest and into the foreground, where it sweeps back and forth across the room. Getting caught in this vortex is devastating to your health bar.

This attack is easy to avoid: Spider Ball up to one of the upper areas of the room, or Space Jump over the vortex. The catch is that you can damage the Diggernaut during its wind vortex—you need to near the end of the fight—and doing so puts you at risk of getting sucked into the vortex.

While the vortex is sweeping the room, get slightly ahead of it and leave a trail of Bombs in its path. The vortex sucks up the Bombs and delivers them right to the Diggernaut's core. Don't overcommit! Once the vortex passes the halfway point of the room, jump and Spider Ball onto the wall. Repeat this process until either the Diggernaut falls over or the vortex stops.

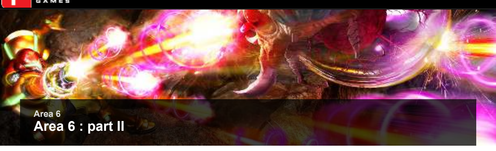
After some time, the Diggernaut sticks its head into the foreground and begins its laser attack once more. This time, however, three lasers spin around the stream, instead of a single laser covering the room's length.

The same strategy applies here: pummel the Diggernaut's head with Super Missiles and avoid the lasers.

Deal enough damage and the Diggernaut drops its grinders again. You must climb and bomb the core of the grinder you didn't bomb last time, but this time climbing is a lot more difficult. Making it up safely requires extra care and patience. This climb is much slower, so a mistake could cost you a chance at bombing the core. You have enough time to bomb the grinder if you move carefully.

PHASE 3

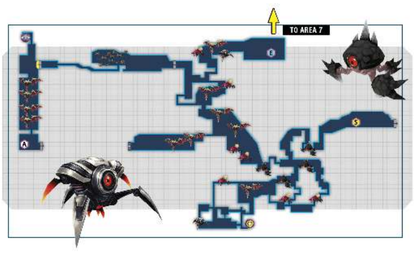
Once both grinders are destroyed, the Diggernaut stops sticking its head into the foreground. That leaves one method for damaging it: get it to suck up Bombs with the wind vortex. Before you turn your attention to dealing damage, though, it's a good idea to prepare for the two new attacks the Diggernaut brings to the table with this phase.



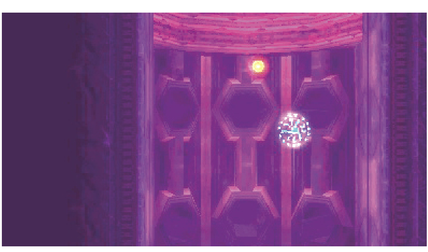
Area 6

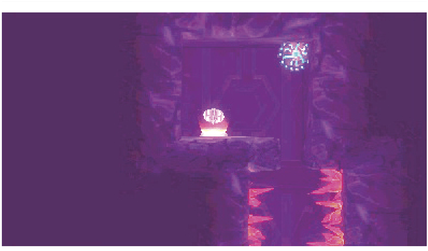
Area 6 : part II

Remember the Item Sphere the Diggernaut stole earlier? Once the boss is defeated, the Item Sphere drops out and is yours to claim. Inside is the Metroid series staple: Power Bombs.



9 Roll directly under the hole in the ceiling, Spider Ball to grip the floor, then lay a Power Bomb.



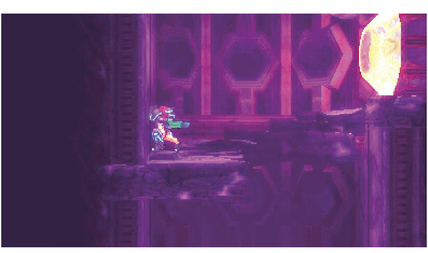


POWER BOMBS: WHAT ARE THEY?

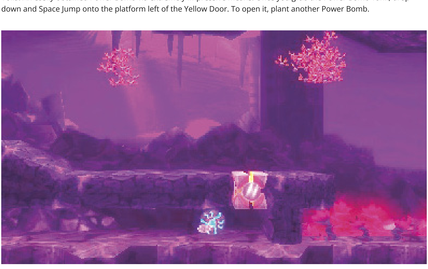
If an explosion bigger than your hopes and dreams is what you crave, you're in luck. The Power Bombs are the ultimate in baddie-slaying technology. While they aren't the best in boss fights, you'll be hard-pressed to find a better weapon not only for defeating large swaths of enemies, but also for uncovering secrets. Set off a Power Bomb to reveal the identities of all nearby destructible Blocks.

The one last Power Bomb trick of note is what we're calling the "Power Bomb Cannon." Spider Ball on any surface, then lay down a Power Bomb (hold the L button, then press the Y button). The Bomb sends you soaring upward, downward, to the left or right. There are plenty of item tanks that require this trick, so remember it well.

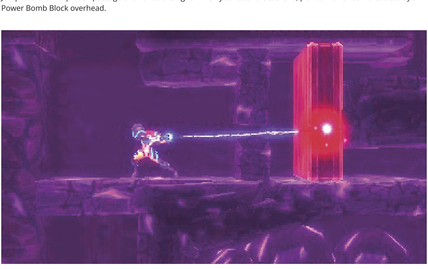
The Diggernaut's shell blocks your way out of the room. Plant a Power Bomb to destroy its remains and gain access to the leftmost door.



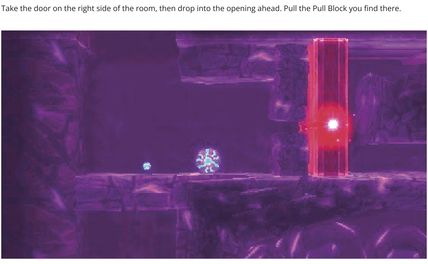
Voilà! An easily obtained Power Bomb via extremely impressive means. Once you grab the Power Bomb Tank, drop down and Space Jump onto the platform left of the Yellow Door. To open it, plant another Power Bomb.

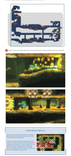


Jump into the Morph Ball passage and roll to the right. When you reach a dead end, plant a Power Bomb to destroy a Power Bomb Block overhead.

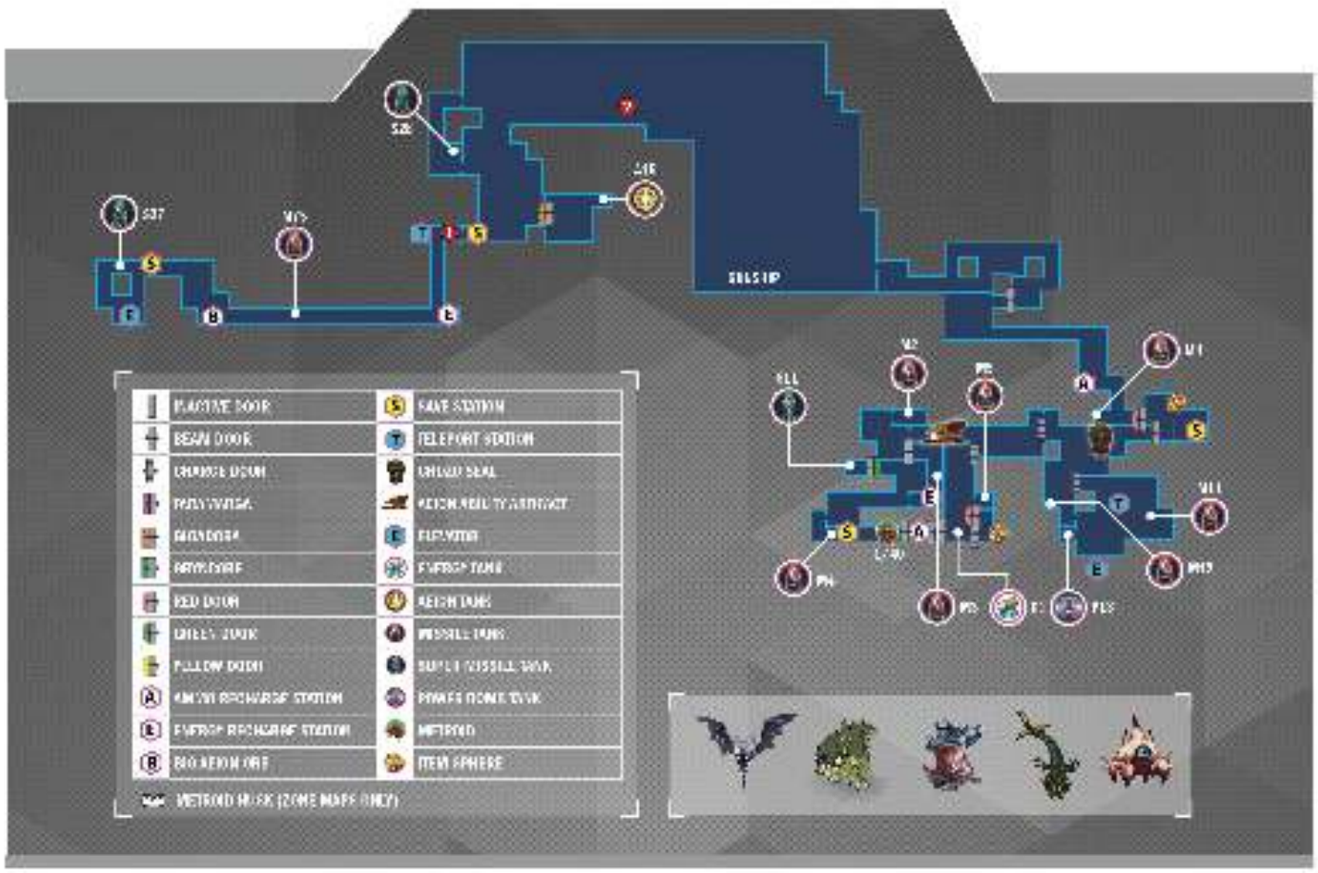


Take the door on the right side of the room, then drop into the opening ahead. Pull the Pull Block you find there.





Surface Revisited



1 Everything comes full circle. You're back on the Surface, but on the far west end. There's little to do besides grab any upgrades you missed during your journey and make your way back to the Gunship, so best not to delay.

Head slightly to the right after exiting the elevator, then jump straight up the middle of the room to find a small platform and a passage blocked by more crystals. Wait a moment for the Metroid Hatchling to take care of them.

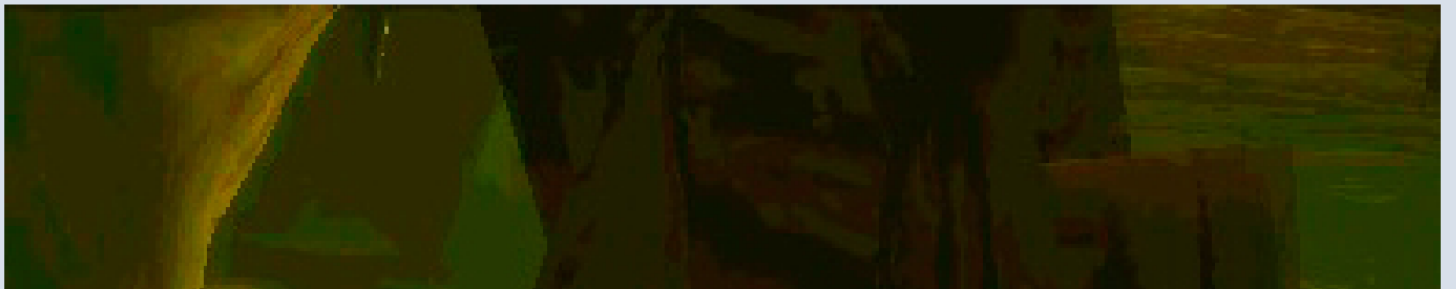
Once the path is clear, Space Jump up the right side of the corridor until your feet touch land once more.

SUPER MISSILE TANK S-27

If you travel up the left side of the corridor instead of the right, you can grab a quick and easy Super Missile Tank. Afterward, use the Grapple Beam on the Pull Block to the right for a fast escape from the Super Missile Tank's enclosure.

Continue to the right and let the Metroid Hatchling destroy the crystal formation at the end of the hall. Drop down the newly opened corridor and wait for the Metroid Hatchling to destroy the crystal formation on the right.

MISSILE TANK M-75



While crossing the part of the hall carpeted with deadly red plants, note the Block on the ceiling that's thoroughly covered in crystals. This isn't decoration—a Missile Tank is hiding in the Block.

To reach the Missile Tank, head to the right until you're out of the red plants. Go into Morph Ball form, grip the ground with the Spider Ball, and use a Power Bomb to shoot yourself onto the ceiling.

From here, roll to the crystal formation and wait for the Metroid Hatchling to eat its way through to the tank. Claim it as your own.

From this point, there's not much in the way of tricky terrain to slow you down. Follow the path until you see a Teleport Station blocked off by more crystals on your left. If there's anything you want to do in other areas, now's the time.

END OF THE LINE

This is the last Teleport Station you have access to before the end of the mission. Consider taking the time to gather more items—the Metroids may be gone, but SR388 is still a hostile place. There could be more dangers lying in wait...

CLEANUP

Past Cleanups

This is where you can find a full list of Cleanup items. Items covered in previous Cleanup sections include reference points for where you can look up full location and retrieval details. If you've been skipping Cleanups so far, this is your opportunity to make all the rounds.

With the Metroid Hatchling in your possession, you're now capable of grabbing every remaining item on the planet. Note that the Metroid Hatchling's crystal-crunching ability makes it easier to get some of these items. Crystals are spread all across SR388, especially around item tanks. While the original text for each of these items points you in its direction, the task of obtaining them is often simplified once you have the Metroid Hatchling.

Surface Cleanup

M-11, M-12: See Walkthrough Area 1 Cleanup.

S-11: See Walkthrough Area 5 Cleanup.

Area 1 Cleanup

M-21: See Walkthrough Area 2 Cleanup.

A-9, S-12: See Walkthrough Area 5 Cleanup.

M-39: See Walkthrough Area 4 Cleanup.

Area 2 Cleanup

M-22: See Walkthrough Area 2 Cleanup.

A-3, M-32: See Walkthrough Area 3 Cleanup.

M-40, S-4: See Walkthrough Area 4 Cleanup.

A-10, S-13: See Walkthrough Area 5 Cleanup.

P-14: See Walkthrough Area 7 Cleanup.

Area 3 Cleanup

A-7, S-5: See Walkthrough Area 4 Cleanup.

M-52, M-53, S-14, S-15, S-16: See Walkthrough Area 5 Cleanup.

P-3, P-4, P-5: See Walkthrough Area 7 Cleanup.

Area 4 Cleanup

E-7, M-54, M-55, S-17, S-18: See Walkthrough Area 5 Cleanup.

P-6: See Walkthrough Area 7 Cleanup.

Area 5 Cleanup

A-13, P-7, P-8, P-9, P-10: See Walkthrough Area 7 Cleanup.

Area 6 Cleanup

P-11, S-22, S-23: See Walkthrough Area 7 Cleanup.

FINAL CLEANUP

This is the last Cleanup section. The following items have not been mentioned anywhere else in the Walkthrough.

Surface: Power Bomb Tank P-13

Teleport to the eastern Surface Teleport Station, then head left and drop down underneath it.

Wrap around and continue left to reach a wall with crystals inside. Now that you have the Metroid Hatchling with you, you can easily destroy those. Approach them and let the Metroid Hatchling chomp away. You find the Power Bomb Tank just beyond the crystals.

Area 1: Super Missile Tank S-29

Teleport to Area 1's only Teleport Station. Proceed right and drop to the bottom of the next corridor.

Enter the room on the left. This is an old Item Sphere room you visited earlier. If you bomb the Block third from the left of the ramp, you find a secret space under the floor.

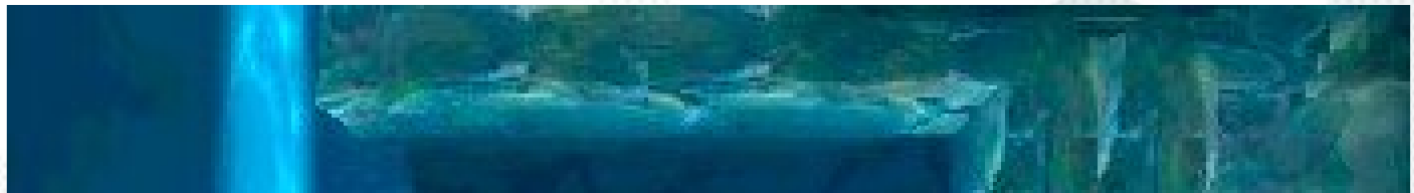
Spot a crystal cluster obstructing the left side of the secret space. Let the Metroid Hatchling munch its way through, then shoot a missile at the Block on the middle-left side of the wall to gain access to Super Missile Tank S-29.

Area 2: Super Missile Tank S-30

Teleport to the southwestern station and take the door on the left side of the room.

Drop down the corridor until you see a small cluster of crystals on your right.

Stop short of the narrow land bridge ahead; the Blocks there are all Pit Blocks. Spring and Spider Ball onto the ceiling and make your way toward the crystals.



Roll along the ceiling toward the right wall and bomb the upper Block to reveal the Super Missile Tank.

Area 2: Power Bomb Tank P-15

Teleport to the easternmost station in Area 2. The item you're looking for is on the way down to the elevator to Area 3. After teleporting, head east through the door on the right side of the room.

Continue to the right until you reach the Chozo Seal. Drop below the seal and enter the first Morph Ball passage you see on the left.

Spot a small cluster of crystals. Let the Metroid Hatchling chomp through them, then hop up into the now-open passage. Bomb the Block at the left end to reveal Power Bomb Tank P-15.

Area 5: Missile Tank M-76

Teleport to the station in the center of Area 5.

Missile Tank M-76 is just below the Teleport Station. Spider Ball below the station's platform and let the Metroid Hatchling destroy the crystals so you can reach the Missile Tank.

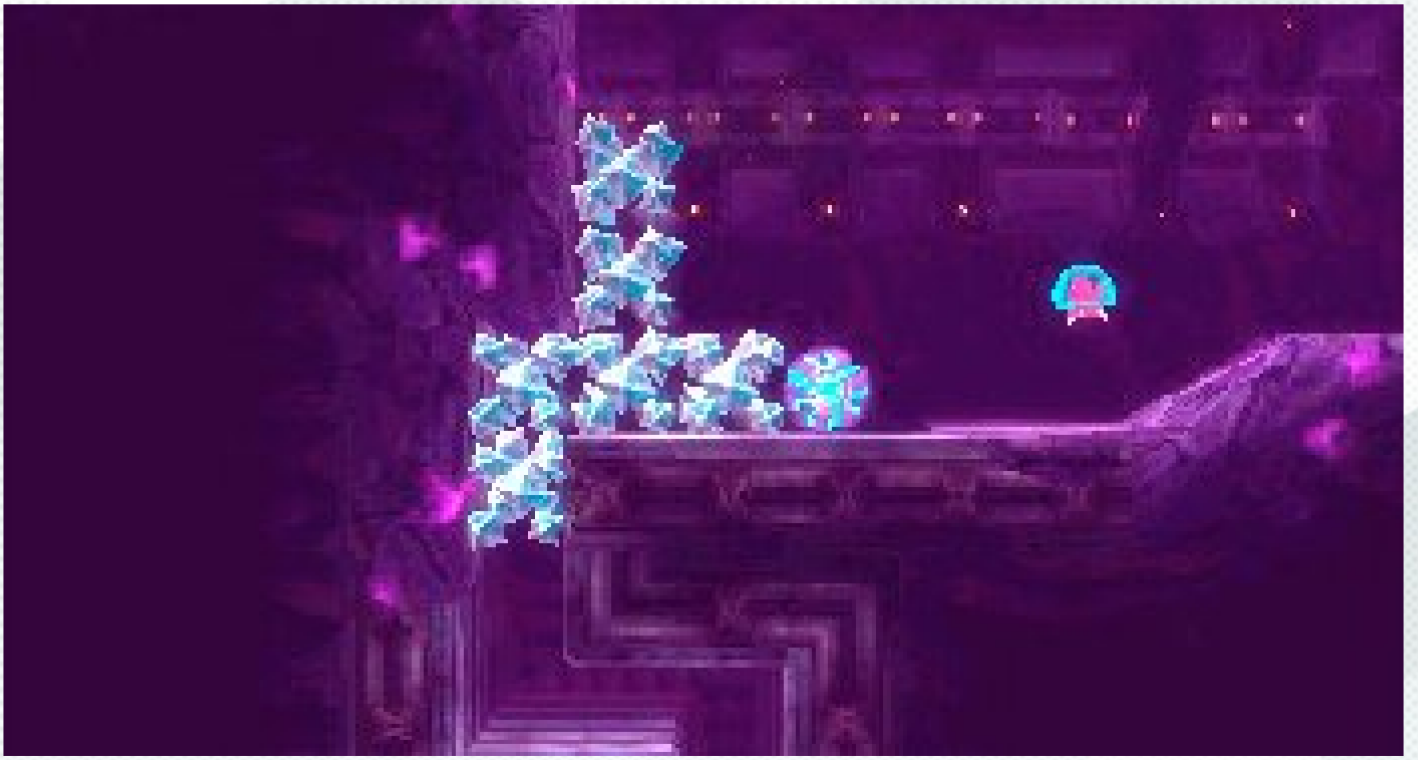
Area 7: Missile Tank M-77

Teleport to the eastern station in Area 7. Drop below it and head right.

Continue right and drop down the opening ahead—the glowing crystal in the background marks the way. Once at the bottom, proceed left and through the door ahead.

Drop off the ledge, then go right and drop down once more.

Continue down to the bottom-right corner of the room, then roll into the Morph Ball passage on your left.



You eventually reach a cluster of crystals blocking another Morph Ball passage. Have the Metroid Hatchling destroy them, then head in.

Venture left until you reach a dead end. Destroy the Block at the bottom of the left wall with a Bomb, then continue left. Find the Missile Tank up ahead.

Area 8: Missile Tank M-78

Teleport to the lower of the two stations in Area 8. After exiting, climb to the top of the corridor.

If, during your first trip through Area 8, you destroyed the Pull Block barricading the Morph Ball passage between the top of this corridor and the next room, you can use the passage now to shorten your trip. If not, take the door below.

Make your way to the top-left corner of the next room, either by heading through the door on the right side, then up and left, or by taking the shortcut and going straight to the top.

Continue up to the top of the corridor to find another crystal-blocked passage. Let the Metroid Hatchling destroy the crystals, and the Missile Tank is yours.

WHAT'S LEFT?

With that, if you've been following this Walkthrough, you should now have every item available on SR388, save for a couple more on the Surface.

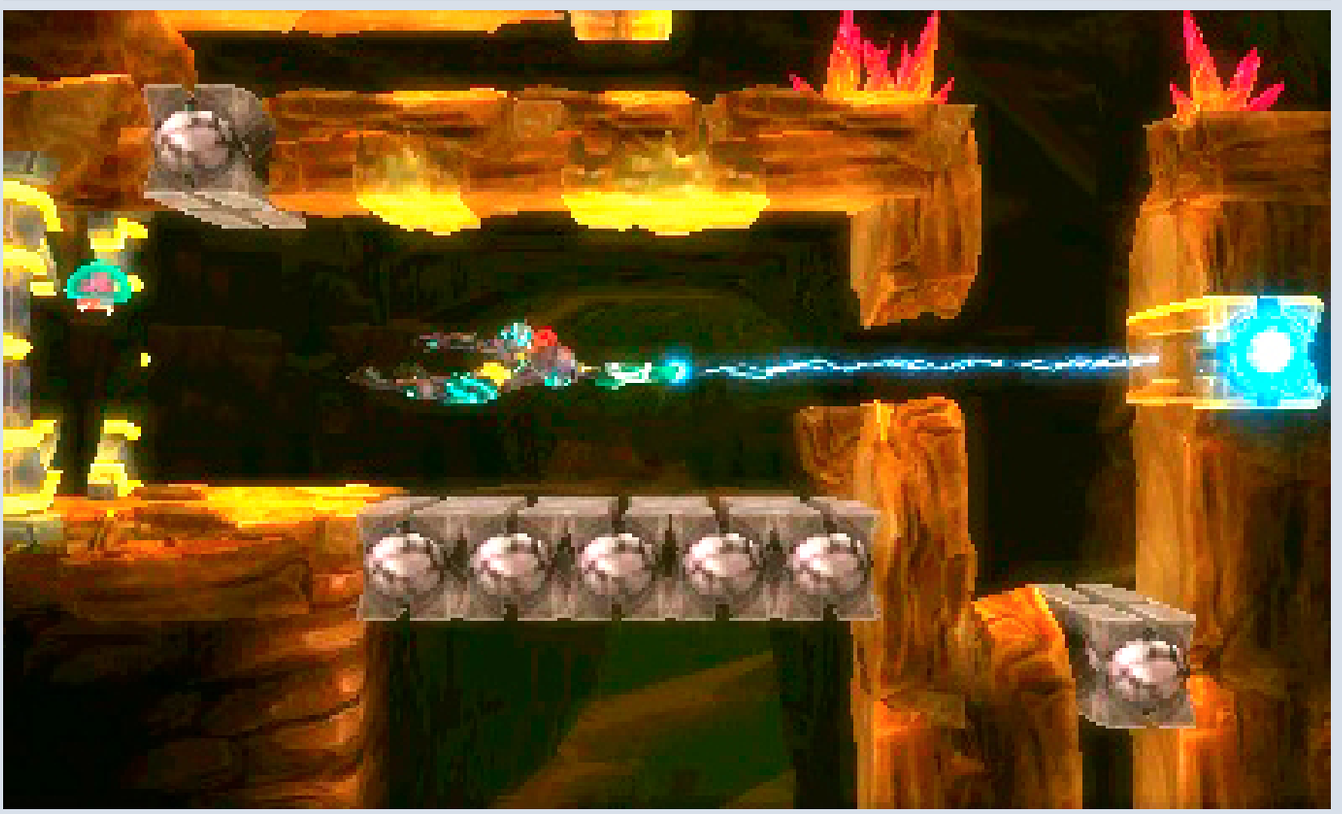
To confirm whether you've cleared an area of items, pause the game. Locate the row of icons at the bottom center of your screen and click the one on the bottom left. A world map of SR388 appears. Scroll through the map to check individual areas. In the top left of the bottom screen, a percentage is visible, indicating how much of an area's total items you've acquired. At 100%, you're done with that area. Otherwise, search the area's map for any circle icons. Dots mark locations of items you've already grabbed, while circles mark items you have yet to hunt down. To map out any unexplored areas, head to those locations and use your Scan Pulse Aeion Ability. The Scan Pulse finds any items in the vicinity.

2 There's little keeping you from reaching the map location marked 2. This ledge signals the point of no return. When you drop off, you initiate the end of the game. If you still have things to do, turn back and head to the nearest Teleport Station. Otherwise, it's time to see your mission through to its conclusion.

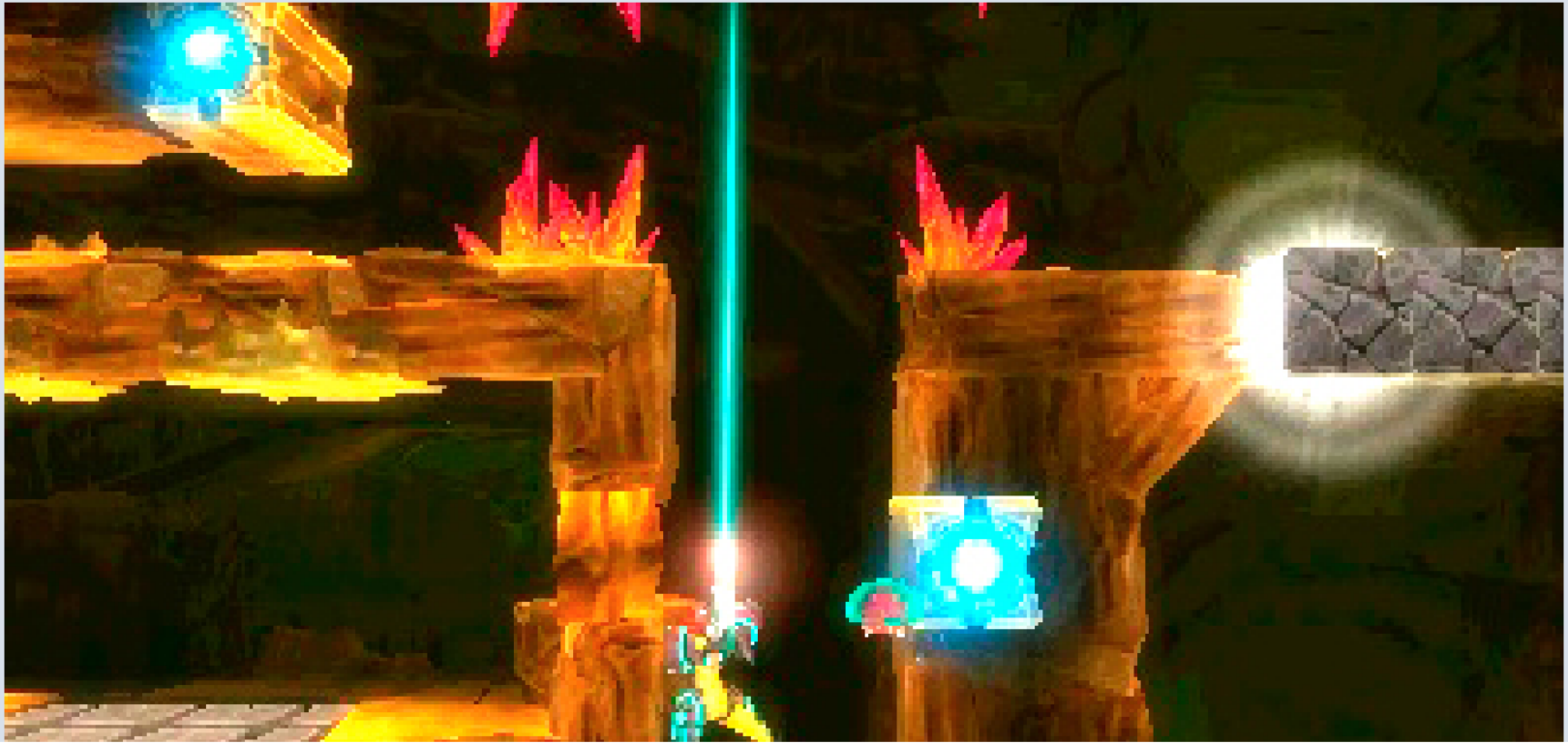
AEION TANK A-15

There are two more upgrades in this area, and they aren't really hidden. Find the first on the right side of the open area; if you see a Taramarga-covered door, you've come to the right place.

This room seems tricky at first glance, but in fact it's quite easy. As soon as you enter, stop. The floor is covered in Pit Blocks.



Shoot the Block in front of you on the right with a missile, then use your Grapple Beam to pull yourself onto the grapple point ahead. As soon as the grapple ends, hold the Circle Pad to the left; the Block directly below the grapple point is another Pit Block.



Surface Revisited

Proteus Ridley

Just when you thought you were home free, Samus' old nemesis, who is sporting his fair share of wounds from his last encounter with the bounty hunter, is here and clamoring for the Metroid Hatchling. With all other Metroids dead and gone, this Metroid Hatchling is the Space Pirates' last chance to utilize them as weapons once again. Needless to say, this can't be allowed to happen—Samus isn't leaving until Proteus Ridley's done for. This is a tough, long fight, so get your game face on! All that sits between you and mission completion is this overgrown pterodactyl.

Proteus Ridley hits like a heavyweight champ, and he's got more attacks than a toolbox has tools. This fight comes in four phases, and his moves change with each phase. The key to defeating Proteus Ridley is learning his attack tells. Every attack has a distinct animation, so you can see what's coming as long as you watch him between attacks. As with previous bosses, we list all of Proteus Ridley's attacks and how to detect them to give you your best shot at victory.

Resist firing your Super Missiles until at least Phase 2 (Phase 3 is best if you can hold out). Power Bombs have no effect on Proteus Ridley, so don't waste time using them. Your Plasma Beam works, though, so have it equipped and ready to go at the start of the fight. Beam Burst also does wonders, and your Aeion Energy refills at the end of each phase.

Make a point to unload your Beam Burst completely during each phase, but focus on careful, concentrated bursts. Running out of Super Missiles and Aeion Energy during any phase is practically a death sentence—at the least, it drags

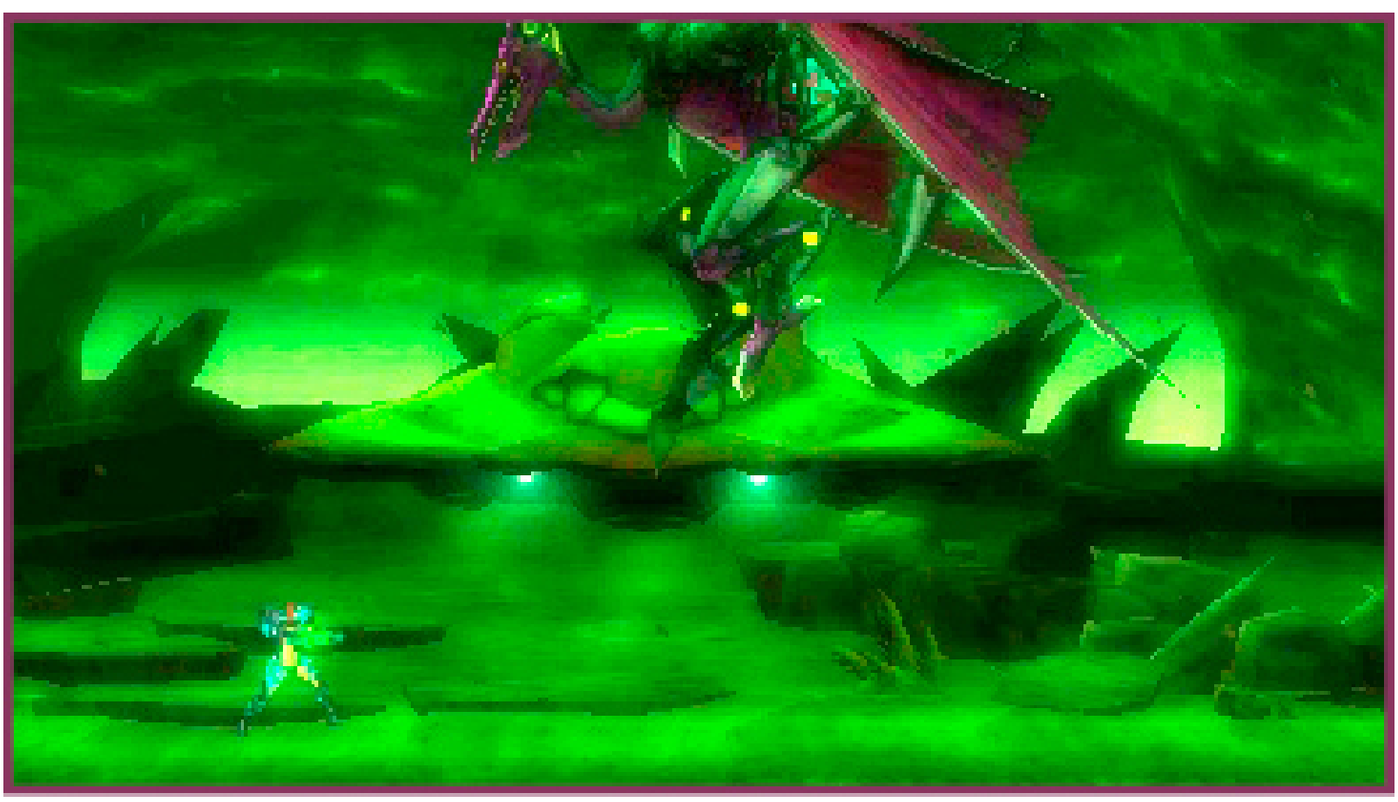
the fight out a lot longer, meaning Proteus Ridley has more opportunities to damage you.

Don't bother using your Lightning Armor during this fight. Proteus Ridley hits so hard that the armor only takes about three or four hits before draining completely—your Aeion Energy is better spent on the Beam Burst.

Also of note: this fight takes place in an open area without a ceiling. With your Space Jump, you can jump higher during this boss encounter than any other, but avoid the temptation. Proteus Ridley follows you no matter how high you go, and the sky is his domain. Even with all of your Power Suit upgrades, your movement in the air is cumbersome and inelegant; Proteus Ridley has little trouble hitting you there. Instead, fight on the ground and only Space Jump to get over and around Proteus Proteus Ridley at opportune moments.

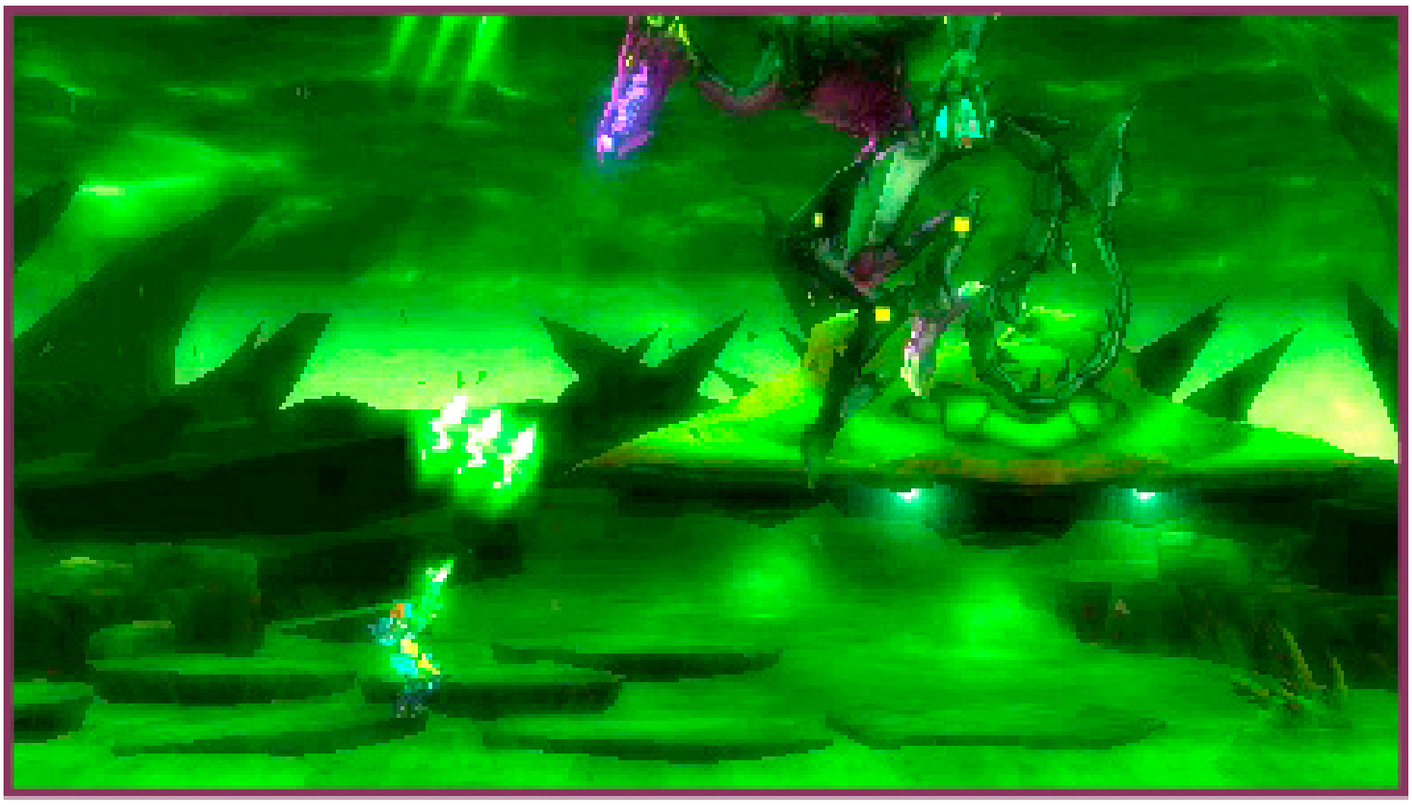
PHASE 1

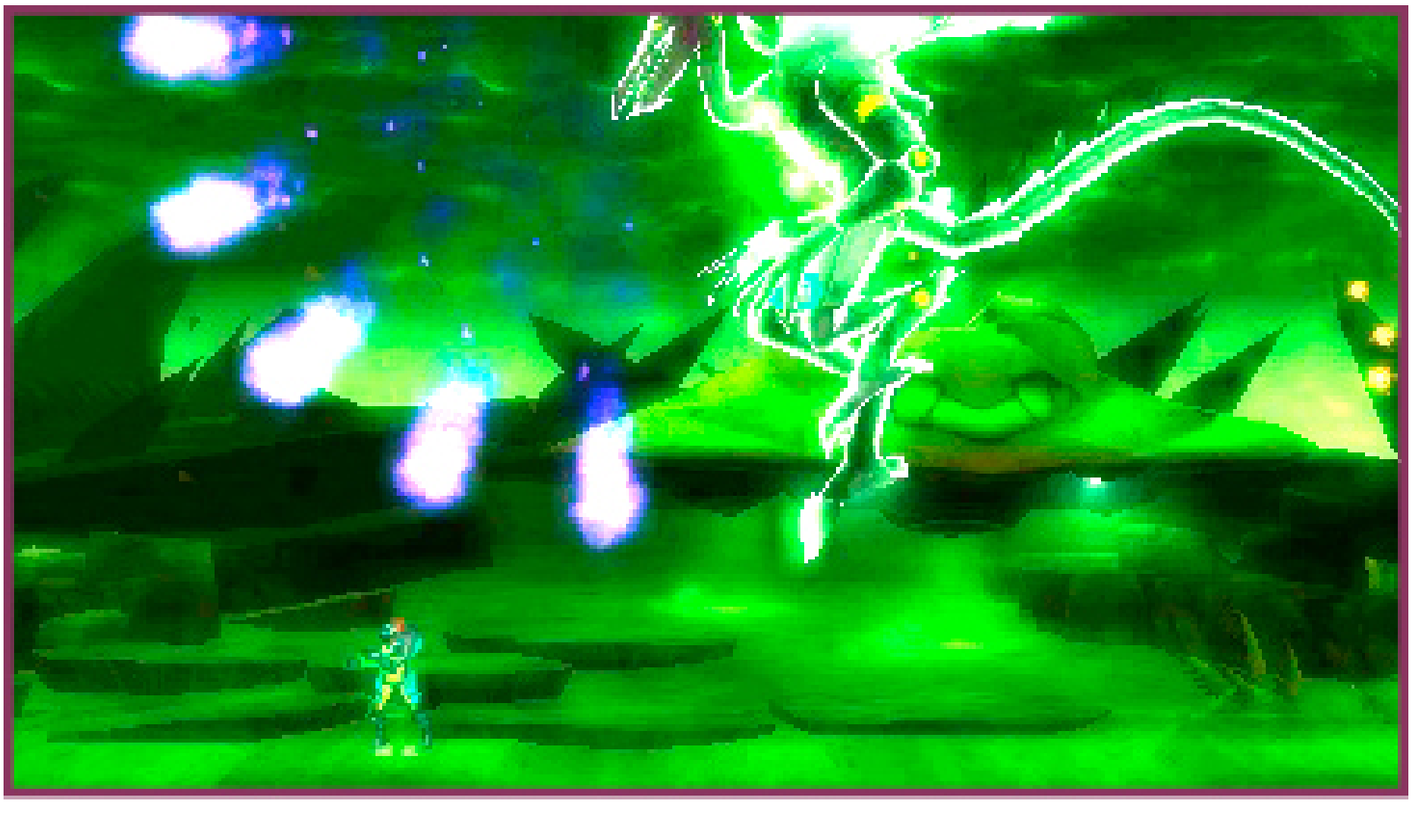
Proteus Ridley is incredibly aggressive. He presses forward as much as you let him and tries to pin you against one of the canyon walls. However, he readily backs off if you walk toward him in between his attacks. Use this tactic to gain some breathing room if he's got you up against the wall.



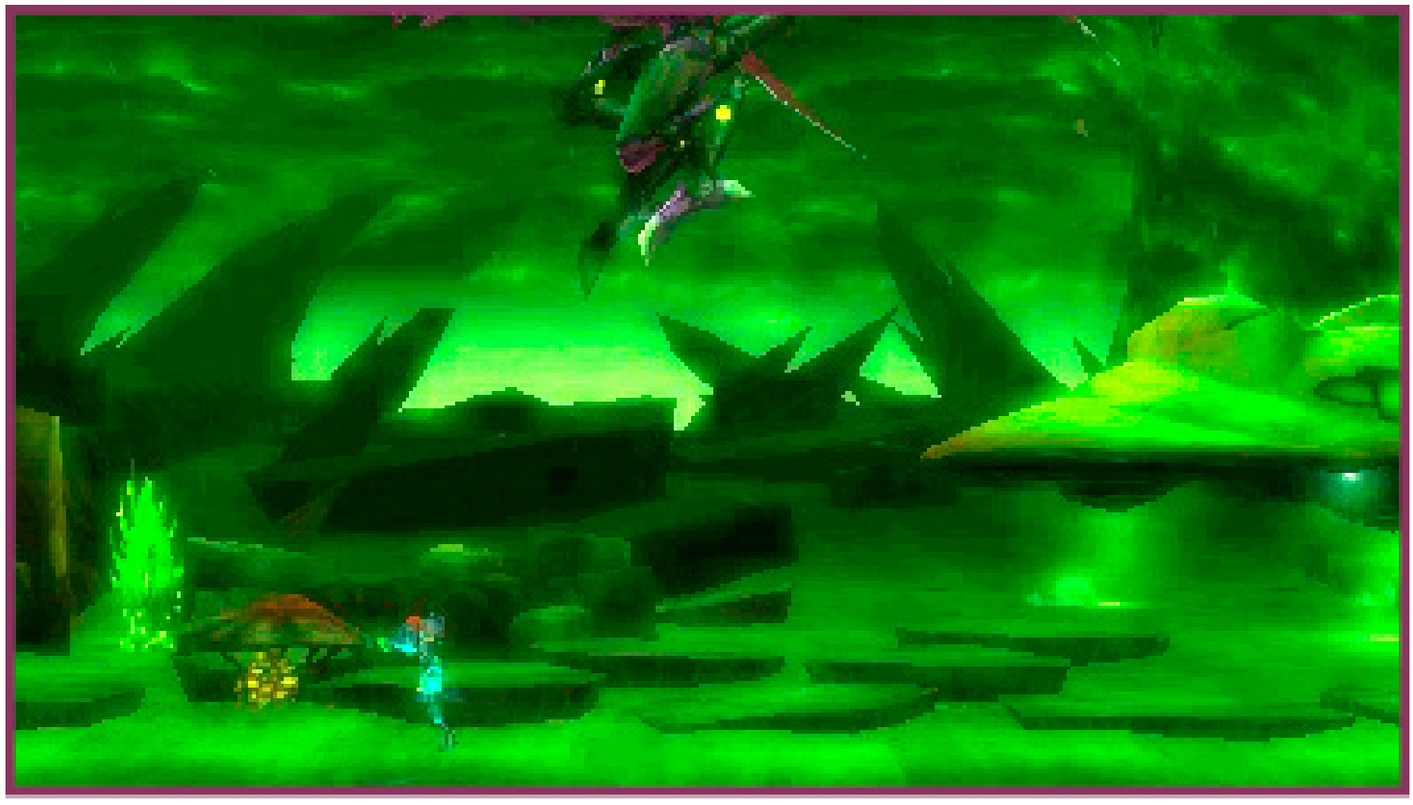
Proteus Ridley starts one of his most common attacks by reeling his tail back behind his legs. It shakes like a rattlesnake tail, then launches diagonally at the ground. This move is easy to dodge, but extremely damaging if it hits you. When you spot the tell, Space Jump into the air around Proteus Ridley's level and stay there while keeping your distance. Once his tail jets forward and retracts, you're safe to drop back to the ground.

Expect this attack in different forms throughout the fight. The tell is always the same, but how the attack plays out changes slightly.





At times, Proteus Ridley's mouth brims with purple fire. This is a sure sign that he's about to spit an arc of fire in your direction. To avoid the attack, simply move between the fireballs. You have plenty of time to do this, but it's easy to take damage if you're in a frenzy. When you see Proteus Ridley's mouth turn bright purple, remember to move calmly and carefully.



When Proteus Ridley rises higher into the air in an attempt to get directly above you, that's your cue to back off. He's about to come smashing down to the ground, and you don't want to be there when he does. This attack is easy to dodge, so long as you have plenty of room to move. Run away from Proteus Ridley, and don't get under his feet if you don't have to. At a certain point, he stops pushing forward. This is how you know he's about to smash to the ground.

Deal enough damage, and a cluster of Aeion Orbs pours out of him. A cutscene also plays out, which signals the beginning of the next phase. Keep a close eye on Proteus Ridley's skin during the entire fight. As with almost every other boss, it changes color to indicate how much damage he's taken—in Proteus Ridley's case, his skin goes from its normal purple to a deep crimson color the closer you get to defeating him.

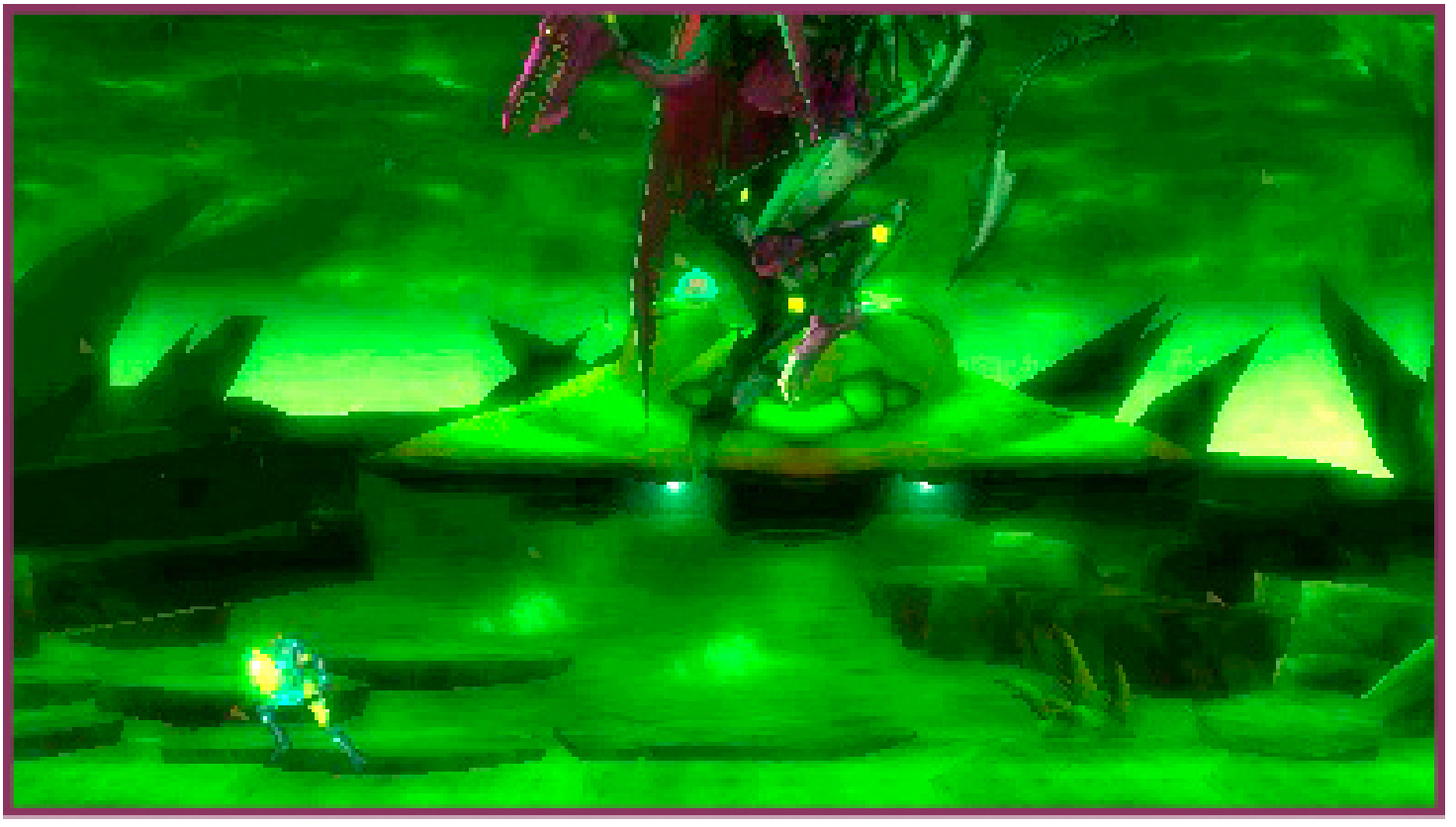
PHASE 2

Proteus Ridley starts this phase crawling on the ground; expect him to alternate between flying and crawling for the remainder of the fight. While he's crawling, you can't push him back by walking toward him, which means you're put more on the defensive.

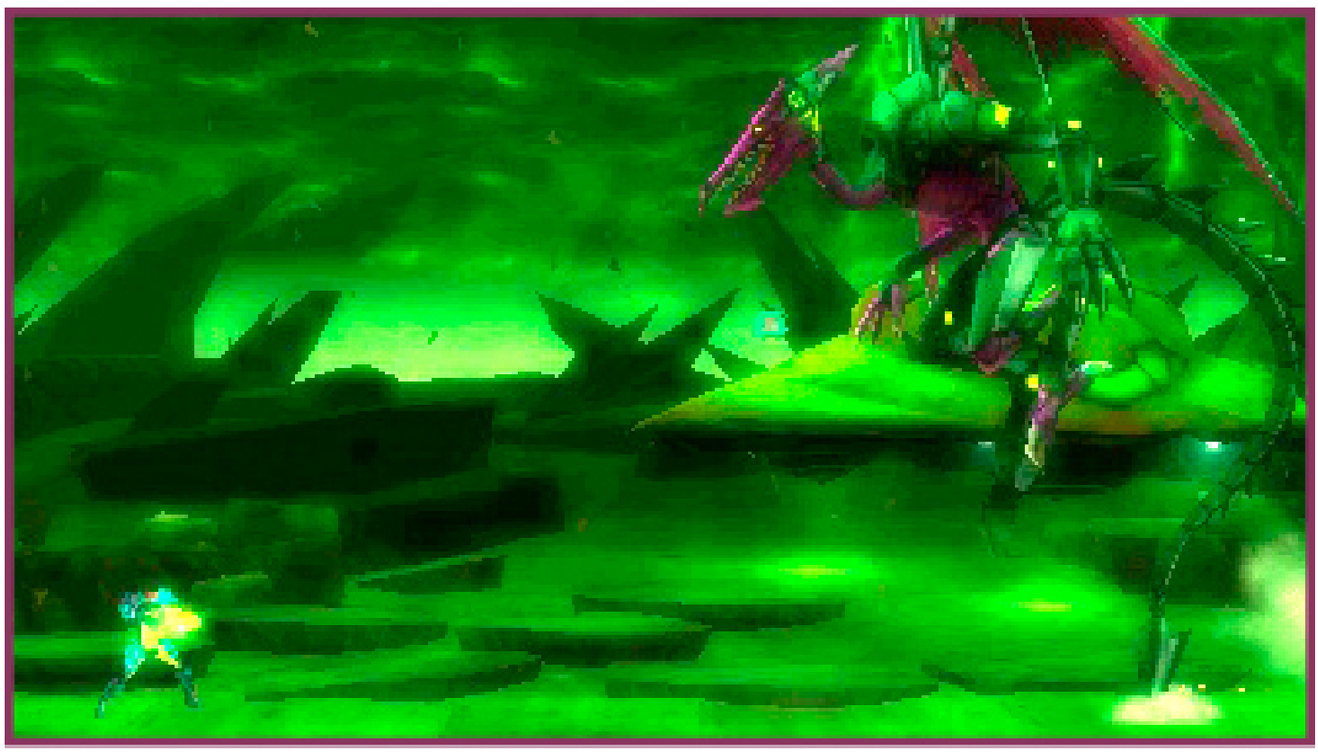
Proteus Ridley raises his arm behind his back, then slashes toward you. Avoid this attack by moving away from Proteus Ridley, or by Space Jumping in the air until he finishes. He can perform a second swipe with his other arm as a follow-up. It comes out equally slowly, so be patient.

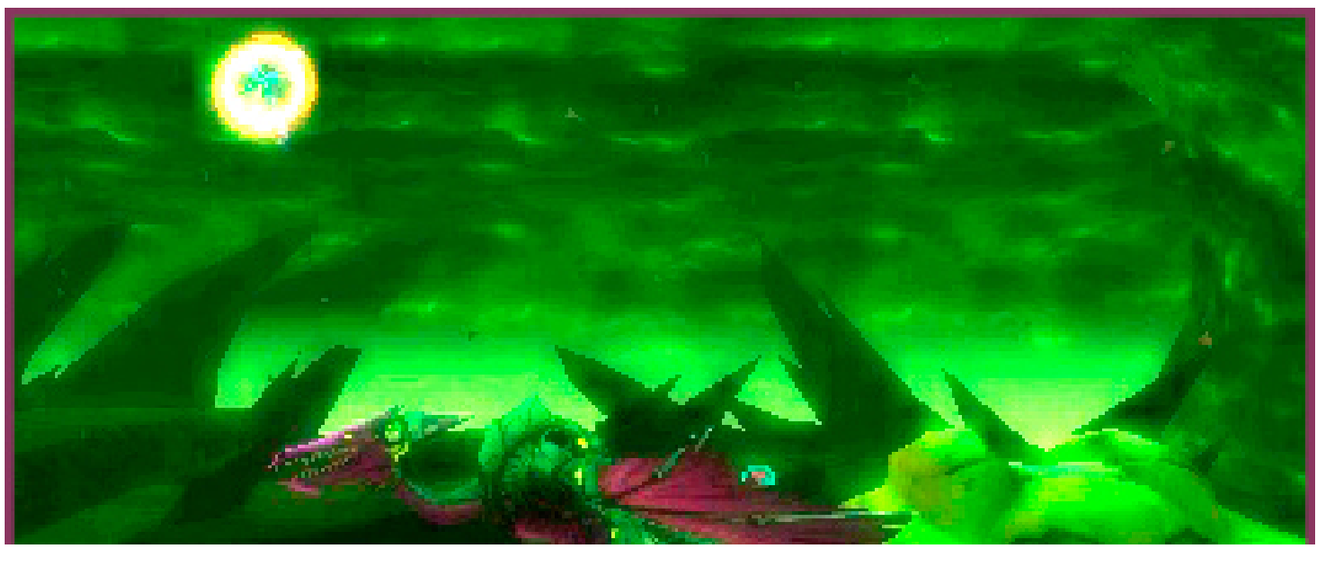
While on the ground, Proteus Ridley charges up and spits out a single fireball horizontally. Avoid this attack by jumping over it. It only poses a problem if he performs it while he's got you cornered. In this case, he spits the fireball diagonally into the air in an attempt to hit you as you escape the corner. Take extra care if you see his mouth fill with purple flames when you're close to the wall.

Eventually Proteus Ridley hops back into the air. Now the real danger begins.



The tail strike Proteus Ridley performed in Phase 1 is back, but slightly tweaked. The tell is the same: if his tail draws back behind him and begins rattling, start Space Jumping in the air. This time he gets it stuck in the ground for a moment, then pulls it out violently, which causes rocks to spike out and across the ground in your direction. The weather in the background can make seeing these rocks difficult, so your safest move is to stay in the air until the rocks pass by. Every part of this attack can deal a hefty amount of damage, so avoiding the whole thing is a must.





How to Play

Introduction

All bounty hunters had to get their start somewhere, and Samus is no exception. This chapter covers explanations of basic movement, combat mechanics, advanced techniques, and the functionality of the touchscreen. Get the full rundown on stepping into the combat-ready boots of Space Hunter Samus Aran!

How to Play
Basics

MOVEMENT

The basics of the basics. In order to run, you've got to walk. In order to walk, you've got to learn how the Circle Pad works.

MOVING

Samus moves left and right almost exclusively, not including jumps and use of Power Suit upgrades. Holding Left on the Circle Pad moves Samus to the left, while holding Right on the Circle Pad moves her to the right. She doesn't walk, so expect the same movement speed for the entire game.

JUMPING

Jumping in Metroid: Samus Returns is just as vital as regular movement. Plenty of tall corridors filled with platforms and handholds are only accessible via jumping. Jumping over enemies and their attacks is also useful.

There are two types of jumps when you start the game: Standing Jumps and Spin Jumps. Perform Standing Jump by pressing the Jump button without holding the Circle Pad left or right. You have limited movement in the air, but more control over the trajectory of your jump.

In contrast, to perform a Spin Jump, press the Jump button while holding the Circle Pad left or right. Samus begins spinning in the air. The action is a bit unwieldy, but it's the only way to move significantly left and right in the air. Firing your weapon forces you into a Standing Jump position, which doesn't have much effect early in the game, but it becomes important later on, so keep it in mind.

FREE AIM

Hold Up, Left, or Right to aim in that direction. For times when more precision is required, use the Free Aim mechanic by pressing the L button. When you hold L, Samus enters an aiming stance, which lets you aim in a full 360-degree motion. This is useful during Metroid fights and for enemies you want to keep your distance from while retaining the ability to fight.

So now you've got the basic movements down, but Samus' mission requires more. Next you must learn how to use the weapons available in your arsenal.

SWITCHING WEAPONS

To switch weapons, press one of the icons on the right side of the bottom screen. There is no limit to how frequently you can switch weapons, so flip on the fly if a situation demands it—there are plenty of situations that do.

USING MISSILES

To fire a missile, hold R, then press the Attack button. You can also fire missiles while Free Aiming. Hold down the L and R buttons, then aim and fire!

SWITCHING SECONDARY WEAPONS

Switching secondary weapons works the same way as switching your primary weapon, with one caveat. To display your secondary weapons on the bottom screen, you must hold R. From there, click the one you want and you're good to go. Once you pick a secondary, you can use it in the same way you fire missiles.

MELEE COUNTERS

The Melee Counter mechanic is one of the most useful in the game. Whenever you see white rings flash around an enemy's mouth and hear a clicking sound, hit the Y button to perform a Melee Counter. This temporarily stuns the enemy. After successfully performing a Melee Counter, DON'T MOVE! If you press Fire immediately following the Melee Counter, Samus shoots at the enemy automatically and deals extra damage. If you move, the enemy remains stunned but doesn't take the bonus damage, and you have to aim manually.

CHARGE BEAM

The Charge Beam is a Power Suit upgrade Samus picks up during her mission. A weapon upgrade rather than a whole new weapon, it allows you to charge up your primary beam weapon and the Ice Beam to deal more damage and release a bigger projectile. Hold the Attack button to charge up the shot; release the button to fire it.

THE TOUCHSCREEN

The bottom screen contains all sorts of useful information and features vital to your success. Read on to learn what it does and how to use it.

A ENERGY (HEALTH)

The purple bars at the top of your bottom screen represent Samus' health. As you accumulate Energy Tanks, the number of bars increases. Keep in mind that Energy Points never exceed 99, but this number should not be read as your total health. When those 99 points drain, one of the Energy Tanks drains, and health jumps back to 99. When viewing your health, think of it as 99 plus the total number of purple bars that are still full. This gives you an idea of exactly how much health you have left. If all of your tanks empty and your health hits zero, it's Game Over.

AMMUNITION

The gold number below Samus' Energy Points represents how much ammo you have for each of your secondary weapons. If that number is reduced to zero, you lose the ability to use the corresponding secondary weapon until you pick up more ammunition, either dropped by enemies or obtained from an Ammo Recharge Station.

AEION ENERGY

The yellow bar below Samus' Energy Points and ammunition total is her Aeion Energy bar. Aeion Energy is expended every time you employ an Aeion Ability such as Scan Pulse. When the bar empties, you can't use Aeion Abilities until you refill the bar at least partway. Do this by grabbing yellow orbs dropped by enemies, or by retrieving Big Aeion Orbs, which are displayed on your in-game map as yellow circles, and marked as B on our guide maps.

AEION ABILITIES

The top-left corner of the bottom screen displays all of your currently held Aeion Abilities. Press the +Control Pad in the direction of one of the Aeion Ability icons to select it. From there, activate it as normal and you're good to go.

MAP

The bottom screen's primary job is to display your map. Item tank locations are marked with circle icons. Uncovered item tanks appear as specific item icons, revealing their identities. If you collect an item tank, its location is marked with a dot on the map.

CURRENTLY HELD DNA

The DNA icon on the bottom middle of the bottom screen shows how many Metroid DNA strands you've acquired.

REQUIRED DNA

The icon to the right of the DNA icon is the Required DNA icon. This is the number of DNA strands you need to obtain in this area, but can also be viewed as the number of DNA strands required for the most recent Chozo Seal you interacted with.

METROID RADAR

The Metroid icon on the right side of the bottom-middle panel is your Metroid Radar. It displays the total remaining Metroids on the planet and signals if one is near. If that icon begins flashing, a Metroid is close by.

I WEAPON SELECT

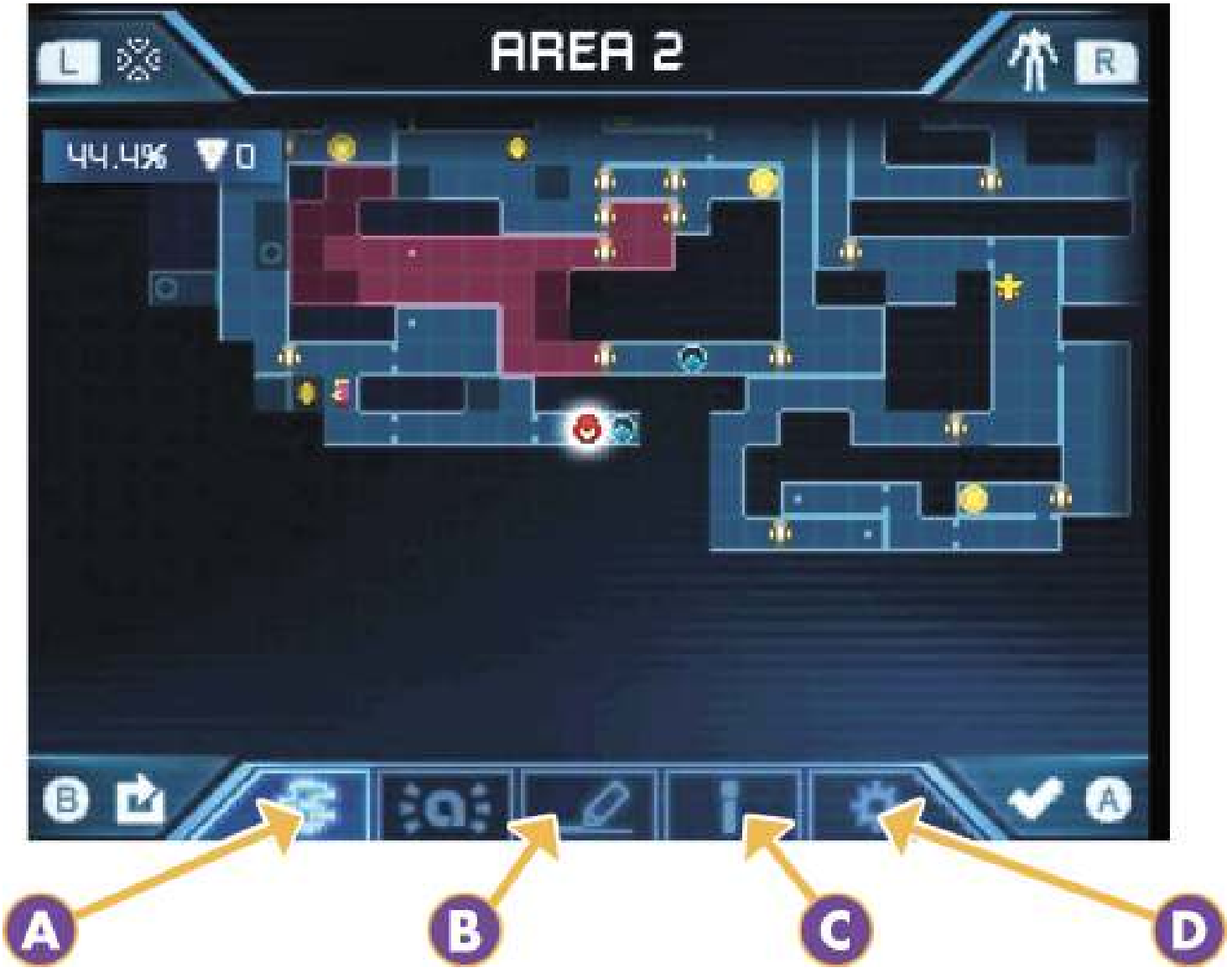
The three icons on the right of the bottom screen are the primary weapon options you currently possess. Tap one to select it as your primary weapon.

PAUSE MENU

Pressing the Start button pauses the game and offers you more bottom-screen functionality. Read on to learn about these additional features.

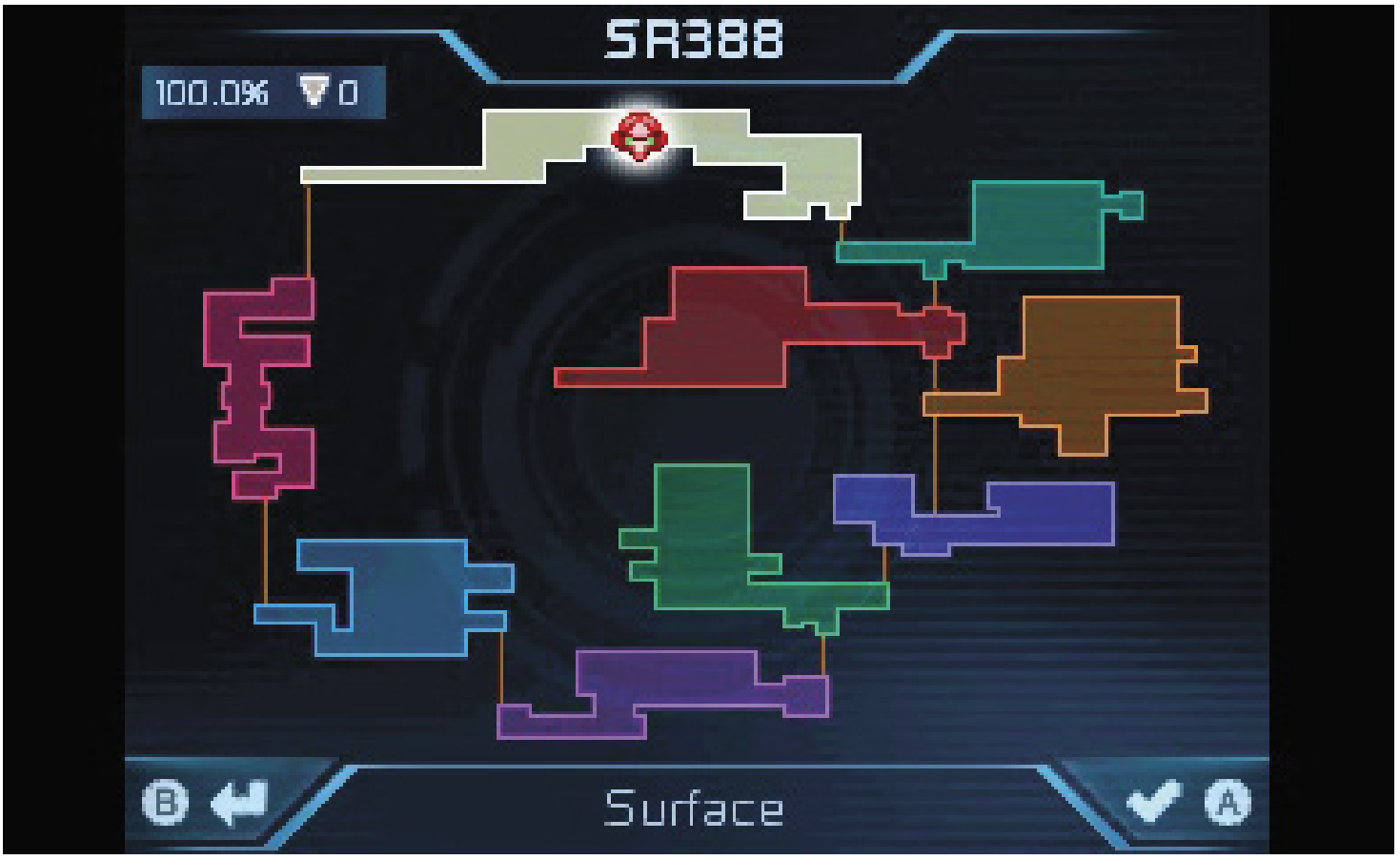
MAP

While the game is paused, use the stylus to scroll around the map and see a fuller picture.



A MAP OF SR388

Click the jagged-shape icon on the left side of the bottom-middle panel to be taken to all the areas you've visited on SR388 so far. A displayed percentage marks how many item tanks you've collected in that area.



MAP PINS

If something in an area grabs your attention, pause the game, hit the pencil icon on the bottom of the bottom screen, then drag one of the multi-colored pins to that location as a reminder for later.

MAP ICONS

If you ever find yourself looking at an icon on the in-game map and wondering what it is, click the “i” icon on the bottom of the bottom screen to view a legend of every icon you’ve encountered up to that point.

How to Play

Advanced Techniques

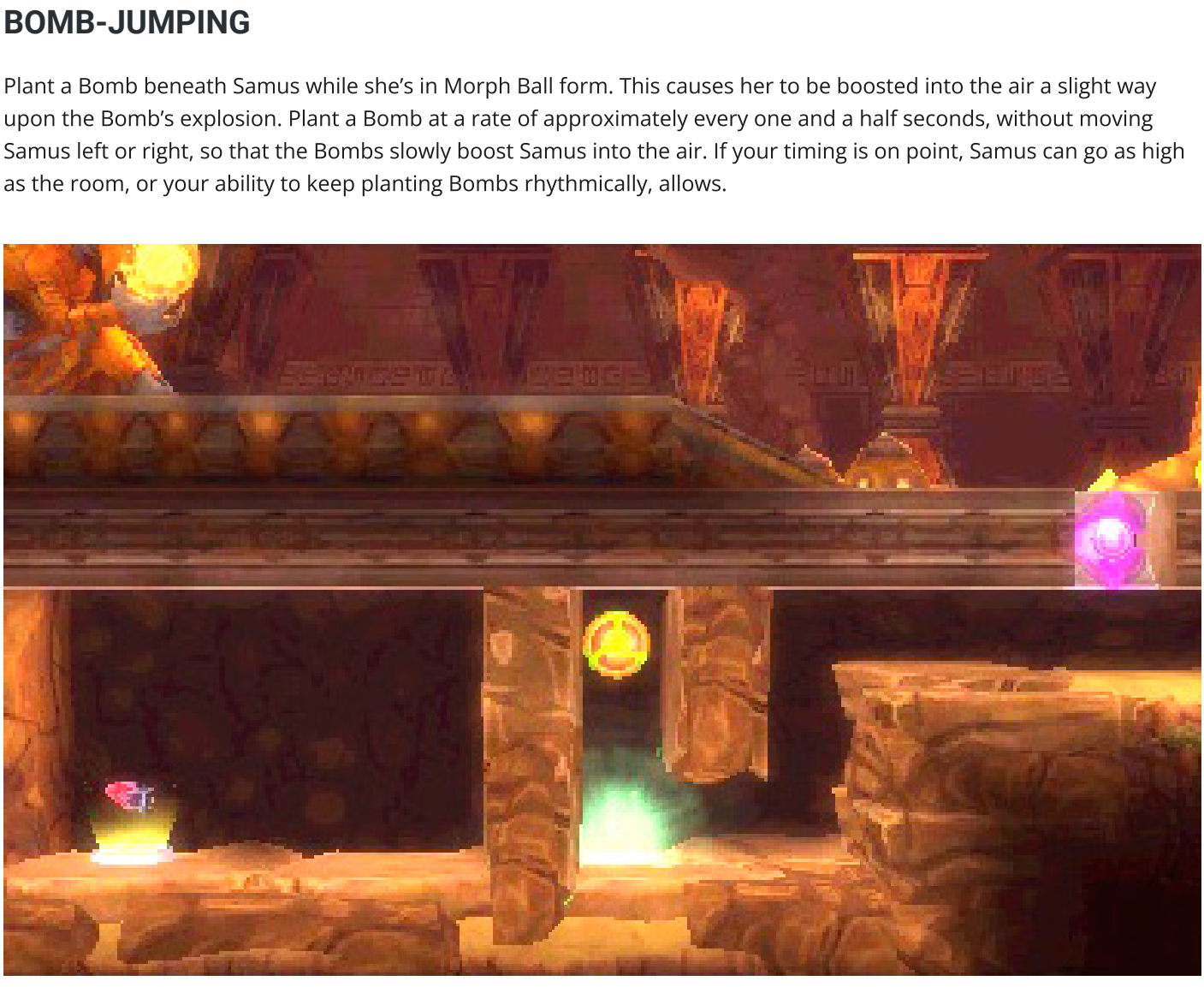
There are a few techniques in Metroid: Samus Returns that aren't required, but knowing how to use them allows you to explore with greater ease and reach item tanks early. Read on to learn more about them.

WALL-JUMPING

Perform a Spin Jump toward a wall, then push the Circle Pad in the direction opposite the wall while pressing the Jump button at the same time. This causes Samus to push off the wall for a small boost—a technique called wall-jumping. You can continuously perform this technique, so long as there are two walls in close proximity, allowing Samus to bounce up them with ease.

BOMB-JUMPING

Plant a Bomb beneath Samus while she's in Morph Ball form. This causes her to be boosted into the air a slight way upon the Bomb's explosion. Plant a Bomb at a rate of approximately every one and a half seconds, without moving Samus left or right, so that the Bombs slowly boost Samus into the air. If your timing is on point, Samus can go as high as the room, or your ability to keep planting Bombs rhythmically, allows.



ICE BEAM PLATFORMS

Charge up and fire an Ice Beam shot to freeze an enemy solid. While frozen, the enemy can be jumped on and used as a makeshift platform. Use these platforms to reach places previously unattainable. There aren't a ton of opportunities to employ this trick effectively, but keep it in mind for when those rare opportunities occur.

The Armory

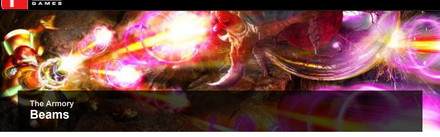
Introduction

Samus has always had a wide array of weapons and tools to choose from while tracking down her latest bounty—most of which are strictly POS (procure on-site). This section details all the items you find over the course of this adventure, so if you prefer to go into the game spoiler-free, skip this section and head straight for the Walkthrough. Otherwise, read on to learn about expected discoveries while you're exploring SR388.

The Armory

The Gunship

While rarely deployed during Samus' missions, the Gunship is a vital component of her bounty-hunting career. Not only does it get Samus from one star system to the next, it's also a capable combat vessel. Top that off with a suit-maintenance setup designed to refill all of Samus' health, Aeion, and ammunition, as well as save mission progress, and you've got a ship fit for the galaxy's greatest bounty hunter.



Beams

Since her very first on-screen adventure, Samus has made use of an assortment of beam-type weapons, and this adventure is no exception. Most, if not all, of these weapons will be immediately familiar to Metroid veterans, but they may be welcome surprises nonetheless.

POWER BEAM

Samus' bread and butter, the Power Beam may be the peashooter of the Metroid universe, but it gets the job done.

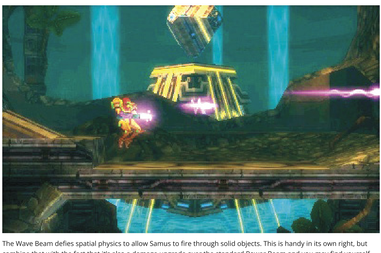
CHARGE BEAM

The Charge Beam isn't so much a weapon as a weapon enhancer. After obtaining it, Samus is able to charge up and fire more powerful versions of all of her other beams (save for the Grapple Beam). Pretty handy!

ICE BEAM

The perfect tool for dealing with Metroids, especially on their home turf. The Ice Beam is not only the one beam-type weapon that can harm a Metroid, but it's also incredibly useful when dealing with all the other creatures that inhabit SR388. Note, however, that "creatures" does not include non-organic enemies, of which there are plenty that aren't affected by the Ice Beam.

WAVE BEAM

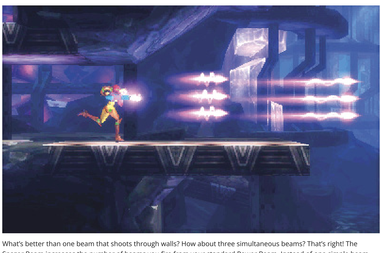


The Wave Beam defies spatial physics to allow Samus to fire through solid objects. This is handy in its own right, but combine that with the fact that it's also a damage upgrade over the standard Power Beam and you may find yourself forgetting the Power Beam ever existed.

GRAPPLE BEAM

This weapon isn't much of a weapon at all, but it does make for a clever utility device. It can hook onto certain Blocks to move or destroy them, and Samus can also anchor onto specific ceiling Blocks to swing to previously unreachable places. Add to that its efficiency in pulling wall- and ceiling-dwelling enemies from their perches, and Samus has got herself a top-tier tool to find and defeat every Metroid on this planet.

SPAZER BEAM



What's better than one beam that shoots through walls? How about three simultaneous beams? That's right! The Spazer Beam increases the number of beams you fire from your standard Power Beam. Instead of one simple beam, you fire three like an energy-based fork! A welcome upgrade for any Metroid-hunting bounty hunter.

PLASMA BEAM

The Plasma Beam is the deadliest beam in the game, and the Spazer and Wave Beams make it even better. It doesn't boast any new features, but it does hit like a truck. It makes the task of defeating most enemies much easier. The only catch is that even this powerhouse of a weapon can't deal damage to a Metroid. That's rough stuff, but there are plenty of alternatives for you to choose from when it comes to the business of Metroid-slaying.

The Armory

Explosive Devices

Beams are useful and necessary, but their power can only stretch so far. For times when a little more oomph or finesse is needed, Samus goes for weapons of the explosive variety.

MISSILES

Samus starts her mission on SR388 with a Missile Launcher and a decent-sized missile count. Missiles—along with the Ice Beam—are your primary means of damaging Metroids, but they're also excellent for dealing with most of the planet's other hostile types. You find a metric ton of Missile Tank Upgrades on this planet, so don't be afraid to utilize these projectiles with reckless abandon.

SUPER MISSILE

Everyone loves Samus' missiles, right? Unfortunately, sometimes they don't get the job done. That's where the Super Missile really shines: the same ease of access, but with exponentially more destructive power. Unlike standard missiles, Super Missiles should be saved and used wisely. They can simplify the game's later Metroid encounters by a significant degree if you make each shot count.

MORPH BALL BOMBS

While not packing a whole lot of power, Morph Ball Bombs allow Samus to gain access to small spaces that you never would have known existed without them. They also allow Samus to perform the stylish and entertaining Bomb jump. It's not the best weapon in Samus' arsenal, but it definitely has its uses.

POWER BOMBS

The ultimate destructive force in Samus' tool set, the Power Bombs destroy just about anything and anyone their path, except Metroids—though a Power Bomb has its uses in those scenarios as well. It also works fantastically for item-hunting. Place a Power Bomb in an area, and the ensuing explosion uncovers the identities of all nearby destructible Blocks—assuming it doesn't destroy them outright.

The Armory

Power Suit Upgrades

Gifted to Samus from the Chozo, the Power Suit is the reason our favorite bounty hunter is able to gain so many abilities during her missions. Here are all the upgrades you find for the Power Suit while exploring SR388.

VARIA SUIT

Most who've played a Metroid title will immediately recognize the Varia Suit. With bold orange and red hues, the prominent, dome-shaped pauldrons, and the ability to resist extreme heat, this suit upgrade is a staple in Samus' arsenal.

HIGH JUMP BOOTS

Any upgrade that gets Samus jumping higher and farther is a big plus, and the High Jump Boots don't disappoint. Living up to their namesake, the High Jump Boots significantly increase Samus' jump height to allow her to reach previously inaccessible platforms and locations. You also find dodging boss attacks a good deal easier with this upgrade.

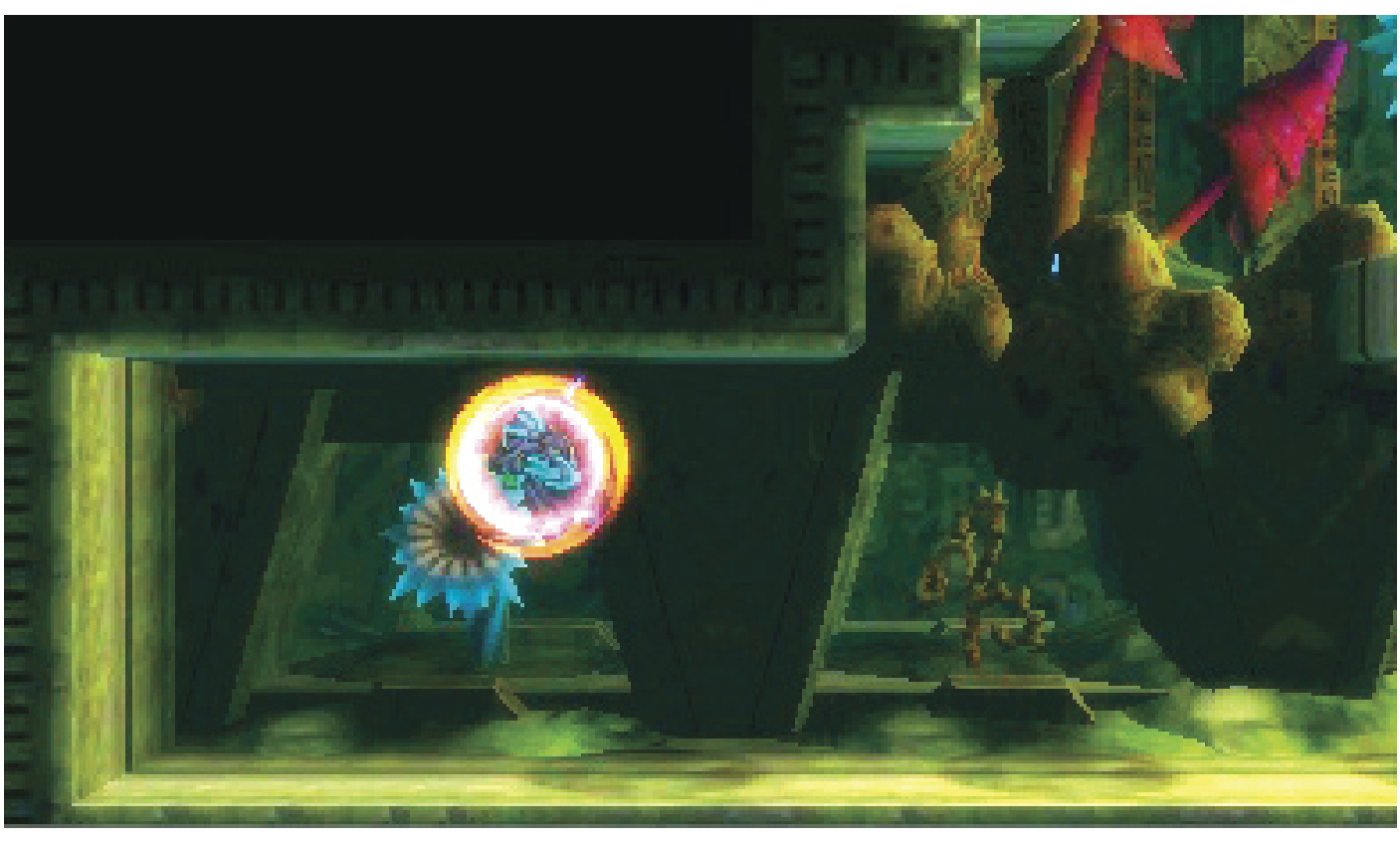
SPACE JUMP

Did you think Samus reached peak jumping ability with the High Jump Boots? If so, you're in for a pleasant shock. With the Space Jump, there's nothing Samus can't jump to—provided she's not underwater and there aren't any pesky Blocks obstructing her path. Get Samus into one of her spinning jumps and keep pressing the Jump button until she reaches heights only previously dreamed of. Timing is everything with this upgrade; you have to find the proper rhythm to keep Samus climbing, but once you get the hang of it, the name "Space Jump" quickly becomes less a catchy name and more a promise of things to come.

GRAVITY SUIT

Finishing what the Varia Suit started, the Gravity Suit allows Samus to traverse through lava without fear of taking damage. That's only one of the Gravity Suit's useful features, however. This upgrade also allows Samus to move through any liquid like she's walking on dry land. When you have the Gravity Suit, you know you've nearly arrived at the bounty hunter's maximum item-finding potential.

SCREW ATTACK



The Screw Attack has long marked Samus' adventures as the upgrade necessary to reach maximum item discovery. The Screw Attack doesn't add much in the way of functionality, but what it does add is still incredibly useful. Not only can Samus barrel through enemies during her Space Jumps, she can also cut through a myriad of Block types like butter. To top it off, you can jump worry-free, as Samus is nearly invulnerable to normal enemies so long as she continues to Screw Attack. This upgrade truly is a cut above the rest.

The Armory
Morph Ball Upgrades

Samus is far from the “all brawn, no brains” type of warrior. She’s not afraid of looking silly to get the job done, even if that means rolling into a sphere no bigger than a soccer ball. It’s a good thing, because the Morph Ball is easily one of the most useful tools in Samus’ tool belt, and it receives its own upgrades that increase its usefulness even further. Read on for a description of each upgrade you can find for the Morph Ball.

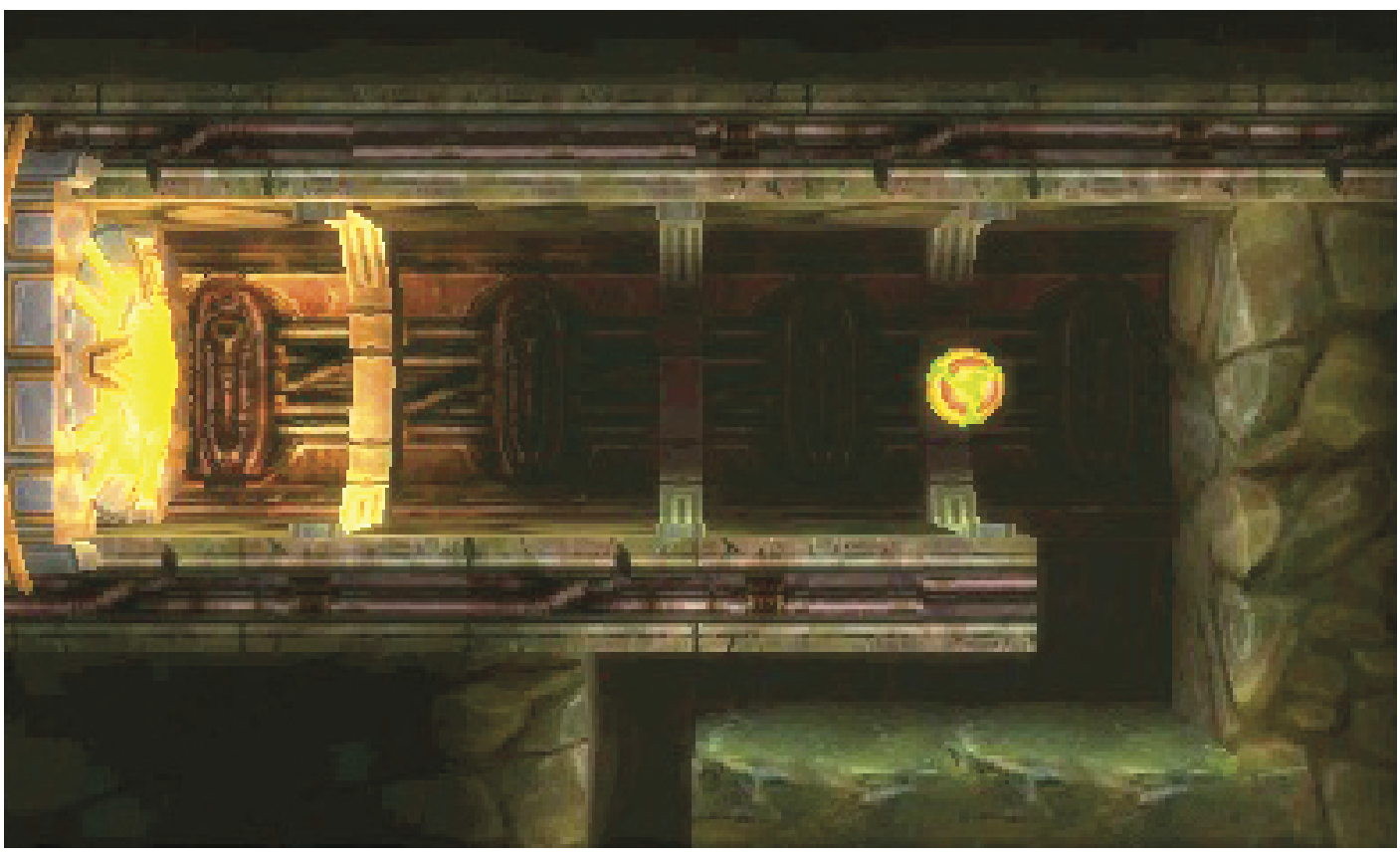
MORPH BALL

Nearly always Samus’ first Power Suit upgrade, the Morph Ball allows her to roll into a compact sphere shape, which grants her access to holes and narrow passages. The Morph Ball is undoubtedly one of the most useful upgrades in the game. While new upgrades replace old ones, the Morph Ball is handy from the moment you get it until the end of the game.

SPIDER BALL

It becomes clear early on that one of the Morph Ball’s biggest weaknesses is its lack of verticality. This upgrade fixes that. While using the Spider Ball, Samus can roll up walls and across ceilings effortlessly—albeit, a little on the slow side. With this upgrade in hand, there are really only two things that can keep her from going anywhere she wants: slick yellow goo-covered walls and natural spike formations that bungle of her path. Beyond those, the sky is very nearly the limit.

SPRING BALL



The Spring Ball serves more as a quality-of-life upgrade than one that’s wholly necessary. It becomes obvious while using the Morph Ball that it’s not the most practical mode of transportation; you’ll likely swap in and out of ball form for the sake of expediency. The Spring Ball helps reduce that need by allowing you to jump over small hurdles and dodge enemies with more ease. It doesn’t help you solve many puzzles, but you’ll undoubtedly come to embrace its usefulness.

The Armory

Aeion Abilities

While all upgrades you find for the Power Suit during this mission come from the Chozo, four abilities are particularly special. These moves, called Aeion Abilities, grant Samus power beyond average Power Suit upgrades. This near-magical technology proves invaluable during your exploration of SR388. Read on to learn more about each Aeion Ability found over the course of this mission.

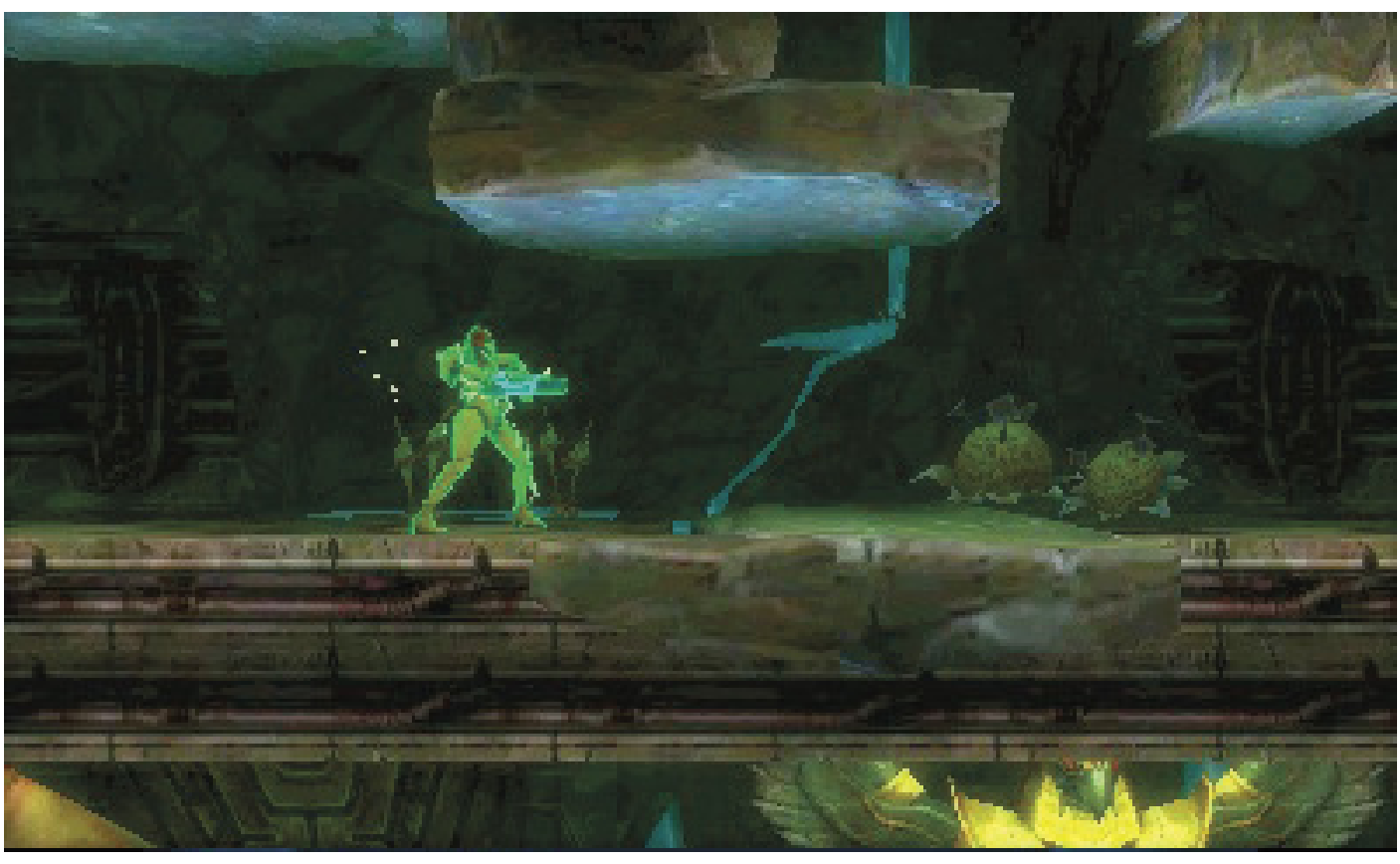
SCAN PULSE

Activating Scan Pulse allows you to map out a large portion of the area on the bottom screen. It also reveals most of the nearby hidden destructible Blocks for a short time. Add to that the fact that it barely uses any Aeion Energy, and you've got one of the most useful abilities in the game.

BEAM BURST

One of the most powerful tools in the game, the Beam Burst turns your beam attacks fully automatic and adds an extra punch of power to boot. There are plenty of obstacles and enemies the Beam Burst cuts through like butter. Don't use it indiscriminately, though. The greatest challenge here is avoiding a total drain on your Aeion Energy; the Beam Burst can burn through your Aeion Energy bar in seconds. Use it conservatively, and it'll be your best friend.

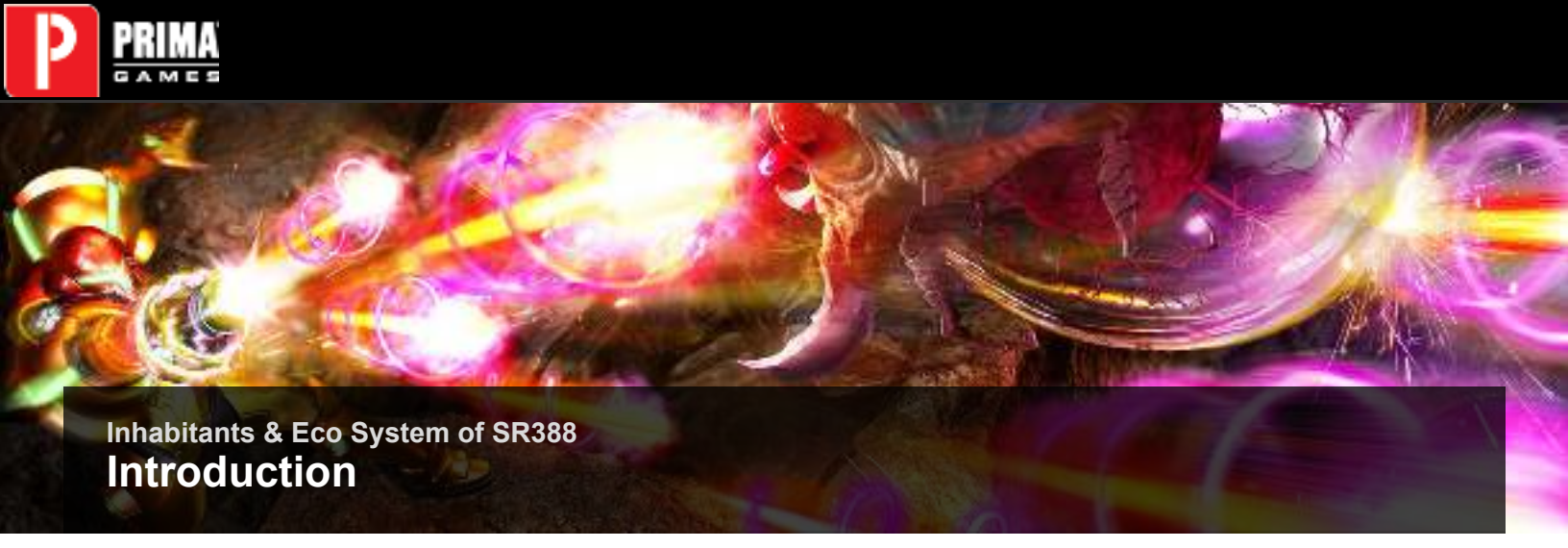
LIGHTNING ARMOR



The Lightning Armor is an energy shield that protects Samus against most hazard damage. A few threats can burn through the shield or ignore it altogether, but in most circumstances, if you're in a tight spot and low on health, switching on the Lightning Armor gives you a fighting chance to reach safety.

PHASE DRIFT

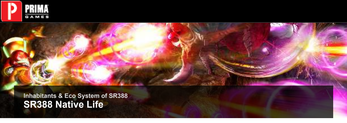
Some Aeion Abilities help with exploration, others with combat. The Phase Drift, then, is particularly unusual and special: it slows time. This is most advantageous when you're dealing with a slew of enemies, or with a puzzle that requires timing and speed. If you find yourself falling in battle due to intense circumstances, flip on the Phase Drift and give it another try. It may very well turn the tides of battle in your favor.



Inhabitants & Eco System of SR388

Introduction

On the planet SR388, you encounter all sorts of obstacles, including native wildlife, ancient security systems, and machinery gone haywire. This section of our guide chronicles all of them, so you can go into your adventure fully prepared. Note that this chapter reveals every creature you can expect to see, including bosses, so read on at your own discretion.



SR388 Native Life

Several varieties of creatures and machines inhabit SR388. This section focuses on the organic, intelligent life-forms (expect for Metroids, which we cover later).

HORNOAD

One of the first creatures you encounter on SR388, Hornoads are simple beasts that look much more ferocious than they are. They hop at you and spit acid (depending on the color of Hornoad), but ultimately you can breathe a sigh of relief when one of these scaly creatures rears its head.

GULLUG

Gullugs start as a nuisance and become a full-blown pandemic the farther into SR388 you go. These spike bats force you to Melee Counter far more than any other enemy, which adds a level of chaos to any multiple-monster encounter. They typically stay well out of melee range and attack by pointing their spiked tips in your direction and launching themselves like bullets. A Melee Counter and a shot from your Power Beam are usually all it takes to defeat them, but fighting them with the counter promises to be a headache. Tread lightly when a Gullug is around.

MOHEEK

Moheeks of the standard purple variety are largely harmless. They skitter about a surface or platform and only try to harm you if you get too close, at which point they perform a short, mild-paced charge attack, which is counterable. Only the pink Electric Moheek sub-species is really dangerous. While both types have electric abilities, the pink variety is almost always found crawling around a platform and can electrify the entire thing. Should it feel threatened. A standard Moheek can be avoided, but deal with an Electric Moheek before approaching its platform.

ROCK ICICLE

Rock Icicles are worm-like creatures with barbs on either side. They live in holes in the ceiling and regularly drop out onto the ground. They aren't hostile and only do you harm if you happen to be under a burrow when they drop out. These creatures are excellent for recuperating resources in a tight situation.

TSUMURI

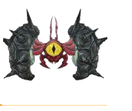
Tsumuri are giant snail creatures that use their toxic slime as a defense mechanism. Most Tsumuri you encounter peacefully crawl around their area, only releasing toxic slime when approached. There are, however, the red Stronger Tsumuri that constantly leave behind slime trails, but even these aren't aggressive. They're often easily avoided or defeated. If you don't have a clear path around them, don't attempt to move forward without defeating them first.

MOTO

Motos are some of the more aggressive creatures dwelling inside the planet's caverns. Their spiked helmets, which look to be made of bone, cover and protect their front half. They're incredibly territorial and charge at intruders, using their bone spikes as a weapon. To defeat them, get behind them and shoot their unprotected parts. However, a well-timed Melee Counter is often a much more effective means of dispatching them.

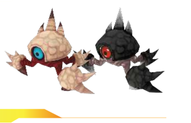
HALZYN

Halzyns, like Motos, are aggressive. They fly back and forth within a limited area, surrounded by two halves of a protective shell. When a threat approaches, a Halzyn closes into its shell and smashes up or down, depending on the location of the threat. Damaging them can be tough, since you need to be right under them to shoot their unprotected bodies. You can outrun and outmaneuver them fairly easily, so feel free to avoid them altogether.



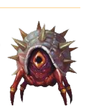
GRAVITT

Gravitts look an awful lot like moving rocks; the way they burry themselves until only their tips are visible enhances the effect. Their rocky appearance isn't just for show; they have strong outer shells but move slowly when compared to most other creatures in the planet's underground. Defeating them requires explosive weaponry.



RAMULKEN

Some of the most aggressive creatures on SR388, Ramulken look a bit like hermit crabs, but they don't act like them. They skitter about an area until approached by a threat, at which point they duck into their shells and begin spinning furiously at their target. The meaner sub-species is even worse. Your best bet is to buckle down and aim for that Melee Counter, or run and escape the fight entirely. All other options lead to a long, dangerous fight, especially if multiple enemies are involved.

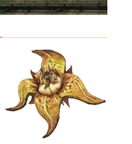


PARABY

Parabies are small bat creatures that always flock together in large swarms. Their small size makes them a nuisance, but defeating them can net you a lot of resources. Turn on your Lightning Armor and melee-attack them to make short work of the pesky creatures.

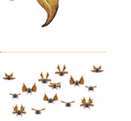
BLOB THROWER

These massive flowers are impossible to defeat without the Beam Burst. Their size allows them to easily prevent you from projectiles, and they have the ability to release Blob Swarms to attack on their behalf. They themselves don't attack, but the Blob Swarms, if not dealt with quickly, can cause plenty of problems.



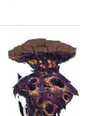
BLOB SWARM

A swarm-type enemy similar to Parabies, Blob Swarms are flying insects seen coming out of Blob Throwers. If you deal with them and their Blob Throwers quickly, you won't have much of an issue, but leave these things unchecked and you relearn the meaning of "pest."



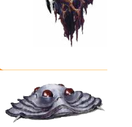
FLEECH SWARM

These hives of purple mist-like insects promise to inject much stress into your life. Seeing one is an indication that the next few moments are going to be a mad dash to the nearest water supply. Should you walk near a Fleech Swarm hive, the mist swarms you and persistently deals damage until you take a dip and wash it off. The Lightning Armor is a huge help in mitigating the damage, but without it, expect heaping helpings of pain.



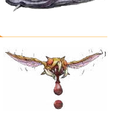
CHUTE LEECH

More cute than deadly, Chute Leeches stick to a surface, then pop up and drift back down with the help of their flat, floppy bodies. If you're not paying attention, you'll undoubtedly get hit by one. However, these enemies are more effective as platforms—when shot with a charged Ice Beam shot—than as adversaries.



DRIVEL

Drivels aren't terrifying by any means, but they are resilient and can add an extra layer of stress to any multi-creature encounter. These winged beasts fly horizontally around a room, dropping acid on top of you, should you walk under them. They're easy enough to avoid, but if any other creatures keep you occupied for more than a second, expect a nearby Drivel to take advantage.

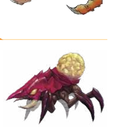


GAWRON

Gawrons don't attack so much as destroy themselves in the process of stopping a threat. They live in holes and pop out whenever a predator is nearby (you, in this case). Once the predator is spotted, they shoot themselves at it in order to stop it, obliterating themselves as a result. While this may not be the most practical means of combat, it can chip away your health quite effectively, should you be unlucky enough to approach one of their mounds.

GLOWFLY

These volatile insects are all too willing to self-destruct in the service of what we assume must be their queen. They make their way from one hole to another with unbreakable focus and singular purpose. Should anything get in their path, their defense mechanism is to explode, dealing heavy damage in the process. Give these creatures a wide berth. If you end up on a collision course with one, shoot them well before they get to you, or suffer the consequences.

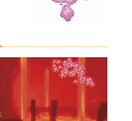


MEBOID

Like other swarm-type enemies, Meboids don't actively attack you; they simply swim around watery areas in a fixed route. If you walk into their path, you'll take damage. Instead, hit them hard with your Lightning Armor melee attack to cut straight through the lot of them. This is an excellent way to replenish your supplies.

MUMBO

You don't encounter Mumbo swarms often, but in those rare instances, expect to find them in lava-filled rooms. They don't offer much in the way of threats and can be easily disposed of, but that doesn't mean you should ignore them. They often fly in a path that crosses right into yours.



Inhabitants & Eco System of SR388

Chozo Security Units

The Chozo may no longer inhabit this planet, but signs of their time here can be found all over its interior. Busted doors slow your path and item tanks increase your Power Suit arsenal, but the security units make the biggest impression. Expect plenty of resistance the deeper into the planet you travel.

AUTOAD

These spider-like machines have the ability to emit an Aeion disruptor field. This raises the question: if these things were created to disrupt Aeion Abilities, were they made to combat intruders, or other Chozo?

GUNZOO

Gunzoos function more as obstacles than as threats. Their movement is confined to a single laser rail while they persistently fire a laser in their target's general direction. A Gunzoo can change the trajectory of its laser in one of two directions, depending on the angle of its rail. Overall, they don't present a great threat and can be easily avoided if you keep moving when you see one.

WALLFIRE

Part of the Chozo security system, Wallfires are fire-spitting machines shaped in the form of Chozo heads. They're stationary, but they can take a beating. They spit fireballs or lines of flame in fixed locations and at fixed intervals. They don't have the ability to target hostiles, but they can certainly slow you down if left alone.

AUTRACK

The most dangerous of the Chozo security units, the Autrack starts off in a harmless-looking ball, only to pop out and track anything except life-forms native to SR388. If you see an Autrack laser pointing at you, run or hide. A single shot from one of these machines is devastating, and destroying them is no easy feat.

Inhabitants & Eco System of SR388

Metroids

Metroids in their larval forms are well-known by longtime fans, but Metroid: Samus Returns is one of the few times we get to see the full evolutionary cycle of these iconic and memorable space parasites. If you thought the common and standard Metroid larva was dangerous, read on to learn what each progressive stage in the Metroid's life cycle brings to the table.

METROID HATCHLING

You only ever see one Metroid Hatchling, but for fans of the original Metroid II: Return of Samus, Super Metroid, and Metroid: Other M, this particular Metroid is all too memorable. One of the most important creatures in the series (at least in how much its presence affects Samus), the Metroid Hatchling starts off small and quite harmless—cute, even. But big things come in small packages, as those who've played through Super Metroid will recall.

METROID LARVA

The quintessential Metroid by most players' reckoning, the Metroid larva is the standard green, bulbous creature adorned with three eye-like organs and is only too happy to sap the life energy out of anything it can wrap its mandibles around. Like all Metroids (save for the Queen), Metroid larvae hate the Ice Beam, but they're particularly weak against it, compared to their older brothers and sisters. Combine the frosty weapon with a missile or two, and Metroid larvae offer little more threat than a kitten.

ALPHA METROID

While Alpha Metroids may be the first "true" evolutionary form of the Metroid family, they're not as frightening as most Metroids you run into. We label this stage the "awkward teenage years" of the Metroid maturity chain. They feature more attacks than your standard Metroid larva, but their growing carapace means they're much slower and less aggressive than their younger cousins. They do receive a boost in defensive ability, so the Ice Beam-and-missile trick is no longer viable. That doesn't mean they're immune to these weapons, not by a long shot. However, don't expect to dispatch an Alpha as quickly as you would a Metroid larva. With Alphas and all following Metroid evolutions, you've gotta work for your fights.

GAMMA METROID

This is where the fight truly begins. Gamma Metroids don't pick up any speed from the smaller, weaker Alpha phase, but they pack a massive punch. In fact, expect to be defeated again and again and again, until the Gamma beats its attack patterns into your head. It has more moves than Metroid larvae and Alpha Metroids combined, and each of them feels like getting hit by a world-class boxer. Play it safe when you see one of these mean monsters, and focus on landing attacks on its core with the Ice Beam and missiles. Once you learn its patterns, you stand a chance. Before that, it's a fight from the ropes.

ZETA METROID

This is the fastest Metroid of the bunch, at least relative to its size. Zetas are lizard-like Metroids that spend a good portion of their time fighting from the walls and ceilings of their respective hiding rooms while they spit acid and fire at their prey. They're among the most cowardly of the Metroid family when it comes to fighting style—or maybe they're the craftiest, using their climbing and projectile-spitting abilities to their advantage. Either way, expect a fight with a Zeta to be on the short side compared to most other Metroid-type fights, but one that involves an awful lot of dodging and precision strikes.

OMEGA METROID

The Omega Metroid represents the most advanced stage a Metroid can attain without being a Queen. These Metroids are massive, powerful, and can leap incredibly high and fast. Evolution has also done away with the Metroid's trademark weak point: the core. While the core is still there, the Omega's chiton armor plating hides it deep in its chest. The only way to reach it is to force your way in with explosive attacks, but even then, you have a short amount of time to strike before the chiton self-repairs and covers the core once more. Omegas are tough and shouldn't be taken lightly. Expect to learn how to fight them in the school of hard knocks.

QUEEN METROID

The source of all Metroids is easily the deadliest of the bunch. The Queen is massive and hits harder than just about anything else in the game. Add the fact that it resides in a room barely big enough to fit it, and you're in for one of the toughest fights of the mission.

Inhabitants & Eco System of SR388

Bosses

Aside from the Metroids, there are three creatures that make an appearance during Samus' journey and test her abilities to their fullest. Read on to learn more about them.

ARACHNUS

A native life-form that swallowed the Spring Ball Item Sphere and inadvertently absorbed its power, Arachnus is an armadillo-like beast that spins and spits projectiles to attack its enemies. The Spring Ball gives it the ability to jump in the air while curled into its shell. Defeating it shakes the Item Sphere loose, giving you the opportunity to take it for yourself.

DIGGERNAUT

The Diggernaut is an ancient Chozo machine created to dig out the caverns of SR388, giving the Chozo more space to build their settlement. The Diggernaut has since malfunctioned, or was set with some sort of security protocol. Whatever the truth is, the Diggernaut serves as a thorn in your side during most of your mission.

PROTEUS RIDLEY

Samus' greatest nemesis makes a return in this game to put a stop to her Metroid eradication. It was Proteus Ridley, Mother Brain, and the Space Pirates that harnessed Metroids for evil during Samus' first mission, and they clearly found it to their liking. Proteus Ridley's not about to allow Samus to wipe out such a formidable source of power and an equally devastating weapon—not without a fight.

Inhabitants & Eco System of SR388

Hazards

If you thought the beasts of SR388 were this mission's only dangers, you're in for a nasty surprise. SR388 is home to a great many creatures, but it's survival of the fittest here, and guests will find the planet very unwelcoming. Read on to learn about some of the other dangers you can expect to find during your mission to exterminate the Metroids.

LAVA

Not many locations feature lava, but don't take it lightly when you happen across it. Even with protection from the heat it produces, entering lava directly drains your health faster than pretty much anything else on the planet.

PURPLE LIQUID

This liquid doesn't deal quite as much damage as lava, but it causes a lot of problems if you stay in it too long. It serves as a gate between areas, its purpose to keep the Metroids from reproducing, escaping, or being taken by those who are up to no good—like Proteus Ridley, Mother Brain, and the rest of the Space Pirates.

RED PLANTS

Red plants are seen frequently along the interior of the planet. They're extremely toxic, damaging you even through the Power Suit. They don't do a lot of damage, but more often than not, if you find a red plant, you can expect a whole slew of them to follow. They typically line narrow passages, which means you have to run through an entire stretch of them to get to the other side. If you're not careful, red plants can catch you off guard.

Inhabitants & Eco System of SR388

Chozo Relics

CHOZO SEALS

The Chozo used these artifacts as locking mechanisms to keep Metroids from escaping the lowers levels of the planet's underground—and to keep intruders from taking them for themselves. The purple liquid is directly linked to these devices, and the only way to activate one is to destroy all the Metroids in the Chozo Seal's area.

RECHARGE STATIONS (ENERGY AND AMMO)

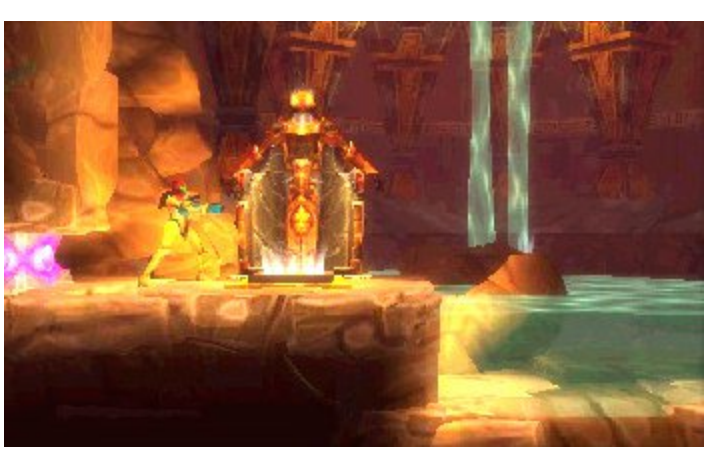
How this ancient technology works is a mystery to all life-forms in the galaxy, but we know one thing for sure: your Chozo-crafted Power Suit both activates it and benefits from it. Stepping into a Recharge Station refills either all your health or all your ammunition. You find these stations just about everywhere, which helps take the edge off some of the planet's more dangerous corners.

BIG AEION ORBS

Aeion must have been a big focus of Chozo scientific research on SR388. Perhaps it was Aeion that brought them to this remote and dangerous planet in the first place. Whatever the answer, on top of the Aeion Ability Artifacts, dispensers containing Big Aeion Orbs can be found all over the planet's interior. Touching one fully refills your Aeion Energy bar, making Big Aeion Orbs just as important as any of the Recharge Stations you find during the mission.

TELEPORT STATIONS

The Chozo were geniuses when it came to developing technology. Teleport Stations, for example, allow a user to teleport from one station on one corner of the planet to another station on the other side in the blink of an eye. How it all works will likely remain a mystery for all time, but what matters here is that your Power Suit can interface with the machines and utilize them.



CHOZO STATUES

Statues of the ancient Chozo Empire can be found throughout the planet's interior. This wouldn't be all that strange or interesting, were it not for the orbs, known as Item Spheres, that most possess. Should you grab one, your Power Suit gains an upgrade. This is incredibly useful, but it raises the question: was it common for Chozo to utilize Item Spheres themselves?

AEION ABILITY ARTIFACTS

Some of the most mysterious structures of the ancient Chozo, the Aeion Ability Artifacts house powerful Aeion Abilities, which your Power Suit can interface with. There aren't many left on SR388, but the ones that are there offer tremendous help in completing your mission.

Inhabitants & Eco System of SR388

Doors

Brilliant though they were, the Chozo were rather impractical when it came to doors. You run into a variety of door types, each with its own unique method of access.

BEAM DOOR

This is the simplest and most common door you see on your journey. Simply use the Power Beam to shoot one of these doors, and it opens automatically.

INACTIVE DOOR

The technology filling the interior of SR388 is often seen aged and breaking, and the doors are no exception. Despite what the name suggests, inactive doors are active, but not fully. You usually find them disabled and locked on one side, but completely functional on the other. On the whole, opening one of these doors causes a malfunction, which forces the door open permanently, though some require you to enter and exit from the same side every time.

CHARGE DOOR

The same age that has worn down a lot of inactive doors has also done a number on some Beam Doors, turning them into Charge Doors. Charge Doors earn their name because they've lost power and need to be reenergized. In your case, the Charge Beam gets the job done (and gives another meaning to the name "Charge Door"). Once a Charge Door is charged, you never need to recharge it, but these doors definitely cause a nuisance early in the mission.

RED DOOR

Undoubtedly a security measure, Red Doors are covered with a red, domed force field that can only be opened with missiles. This seems like a strange way to lock a door, but it's certainly effective at keeping intruders out.

GREEN DOOR

Green Doors function almost identically to Red Doors, except opening one requires a Super Missile, instead of three standard missiles.

YELLOW DOOR

Yellow Doors are much rarer than their counterparts, but they're also the hardest to open. Their shields are incredibly strong, requiring the most powerful of weaponry to open them—Power Bombs. Anything less and the yellow shielding remains completely unmoved.

TARAMARGA

Some doors are inaccessible with the standard Power Beam, but not because of anything the Chozo did. Creatures have climbed onto these doors and made them their new home—creatures like the Taramarga, a pink growth that creates an organic barrier around itself as protection from harm. Only a weapon that can pass through solid obstacles can destroy and remove a Taramarga. Luckily, the Wave Beam happens to be just such a weapon.

GIGADORA

Gigadoras have much tougher skin than Taramargas, so they sit boldly on their doors, unconcerned about attacks. In fact, their skin is so strong that not even Super Missiles can make a dent, so what's a Space Hunter to do? Note that a Gigadora has three eyes. These are its only weakness. If you pick up the Spazer Beam—a Power Beam upgrade that allows you to fire three beams instead of one—you can shoot all three eyes at the same time. That does the trick.

GRYNCORE

Like Gigadoras, Gryncores are well-armored and can take just about any beating. Missiles, Super Missiles, Bombs, etc., don't leave a mark. The only way to get around these green one-eyed door parasites is with the ultimate in beam weapons: the Plasma Beam. Against the Plasma Beam, a Gryncore doesn't stand a chance.

Inhabitants & Eco System of SR388

Blocks

SR388's terrain looks fairly standard, as far as alien terrain goes, but the Chozo came up with all sorts of strange ideas when designing their empire, right down to trick floors, called Blocks. A multitude of Blocks litter the planet's Surface and interior, most of which can only be destroyed by a specific weapon and usually reform a handful of seconds after their destruction. In most cases, Blocks look like normal terrain until they're destroyed or shot with missiles. Once destroyed the first time, if they reappear, you see what kind of Block you're dealing with.

BLOCKS

Blocks can be destroyed with any weapon in your arsenal, but they reappear after a few seconds.

PIT BLOCKS

Touch a Pit Block, and you fall straight through it. You can't use your Scan Pulse to reveal a Pit Block's location, and unlike with other Blocks, shooting it with missiles doesn't reveal its identity. If you see a stretch of single-Block-width land, it's a good idea to Spider Ball along the ceiling, or jump over the stretch.

MISSILE BLOCKS

Missile Blocks are destroyed by, as the name implies, missiles. They reappear shortly afterward.

BOMB BLOCKS

Bomb Blocks are likely the most common Block type on SR388. To destroy one, plant a Morph Ball Bomb next to it and let the Bomb do its work. Bomb Blocks reappear after a few seconds.

PULL BLOCKS

Pull Blocks are not hidden, and they function differently from most other Blocks. Some Pull Blocks can be destroyed, while others can only be moved. No matter which type of Pull Block you encounter, the solution for dealing with them is always to pull them with the Grapple Beam.

GRAPPLE POINTS

Grapple points are another type of unhidden Block. These are indestructible. You often find them embedded in ceilings or walls, but never obstructing a path like most other Blocks. Instead, they're helpful, provided you have the Grapple Beam. Use these Blocks as anchor points for the Grapple Beam to swing from one side of a room to another, or pull yourself vertically or horizontally between hazards to a location previously unreachable.

SUPER MISSILE BLOCKS

Unlike all other destructible Blocks, Super Missile Blocks disappear for good when you shoot them with a Super Missile. They often hide Super Missile Tanks or barricade other secrets, and rarely get in the way of your main mission: hunting the Metroids.

SCREW ATTACK BLOCKS

These are some of the trickier Blocks to find and destroy simply because they're often in spaces most easily reached with the Space Jump ability. They're frequently linked to shortcuts and/or secrets, so make sure to jump through them after grabbing the Screw Attack upgrade.

POWER BOMB BLOCKS

The last destructible Block type, Power Bomb Blocks, can only be destroyed with Power Bombs. Like Super Missile Blocks, once they're destroyed, they stay gone.

Extras

Introduction

Looking to unlock some amiibo bonus content? Or maybe earn rewards for beating the game at certain speeds? You've come to the right place! We've loaded this chapter with secrets, comprehensive quick references, item lists, and more. Dig right in!

Extras

amiibo Unlocks

Devoted amiibo collectors are in for a treat with this game. If you have any of the four existing Metroid-themed amiibo, you not only unlock art, music, and a new suit for Samus, but also three Reserve Tanks and a new difficulty called Fusion mode.

SAMUS ARAN (METROID SERIES)

The Samus Aran amiibo from the Samus Aran & Metroid 2-Pack unlocks art from the original Metroid II: Return of Samus for the Gallery.

On top of unlocking new art, you also unlock an Aeion Reserve Tank, which holds up to 500 points of Aeion Energy when you pick up a Big Aeion Orb with a full Aeion Energy bar. When you burn through your Aeion Energy, this Reserve Tank kicks in and refills up to 500 points. Not bad, huh?

METROID (METROID SERIES)

Using the Metroid amiibo from the Samus Aran & Metroid 2-Pack unlocks Samus' Fusion Suit and the Fusion mode difficulty, which is the hardest difficulty in the game. You must complete the game once through before you can play Fusion mode, but once you unlock it, you can expect even the most basic enemies to deal half an Energy Tank's worth of damage with a single touch. It's a grueling gauntlet that will satisfy if you've completed the game and need more of that Metroid: Samus Returns challenge.

On top of the Fusion Suit and Fusion mode unlocks, using this amiibo in-game reveals the location of the nearest Metroid.

If you decide to diverge from our Walkthrough's path, this amiibo

helps keep you focused on what's most important: defeating all Metroids on SR388.

SAMUS (SUPER SMASH BROS. SERIES)

Use the Samus (Super Smash Bros. Series) amiibo to unlock concept art for Metroid: Samus Returns in the Gallery.

You also unlock a Missile Reserve Tank, which refills 50 missiles as soon as you run out. To refill the Reserve Tank, visit an Ammo Recharge Station.

ZERO SUIT SAMUS (SUPER SMASH BROS. SERIES)

The Zero Suit Samus (Super Smash Bros. series) amiibo unlocks a Sound Check section in the Gallery. Listen to music from the game here, and let those atmospheric tunes wash over you wherever you go.

Music isn't all you receive. You also get an Energy Reserve Tank, which refills three Energy Tanks when you run out of health—easily one of the most useful Reserve Tanks available, especially on harder difficulties. As with all Reserve Tanks, refill this one at a Recharge Station—an Energy Recharge Station, in this case.

Extras

The Gallery

While playing through the game, you'll notice that you slowly (or quite suddenly) unlock images called Chozo Memories, which are collected in the Gallery. Most Chozo Memories are linked to your item-collection rate, meaning you have to grab every item tank in the game to unlock the entire Gallery. It's rumored that there's a secret Chozo Memory that can only be viewed once you've unlocked the rest of the Gallery. Who really knows, though? Sometimes rumors are just rumors.

Extras

Completion Times

Devoted Metroid fans undoubtedly know how to receive different ending screens in a Metroid game. If you're new to the series, or need a refresher, beating most Metroid games within a certain amount of time and with a certain number of item tanks collected gives you different ending screens. This time around, item tanks don't factor into the ending screens for Metroid: Samus Returns, but difficulty does. Here's the list of the times to beat to unlock each of the nine ending screens in the game:

ENDING SCREEN UNLOCK CONDITIONS

DIFFICULTY	COMPLETION TIME
Normal	Less than 4 hours
Normal	More than 4 hours, less than 8
Normal	More than 8 hours
Hard	Less than 4 hours
Hard	More than 4 hours, less than 8
Hard	More than 8 hours
Fusion	Less than 4 hours
Fusion	More than 4 hours, less than 8
Fusion	More than 8 hours

Take note that while the times for each difficulty are the same, the ending screens you unlock are not. Each difficulty has three different potential ending screens to unlock.

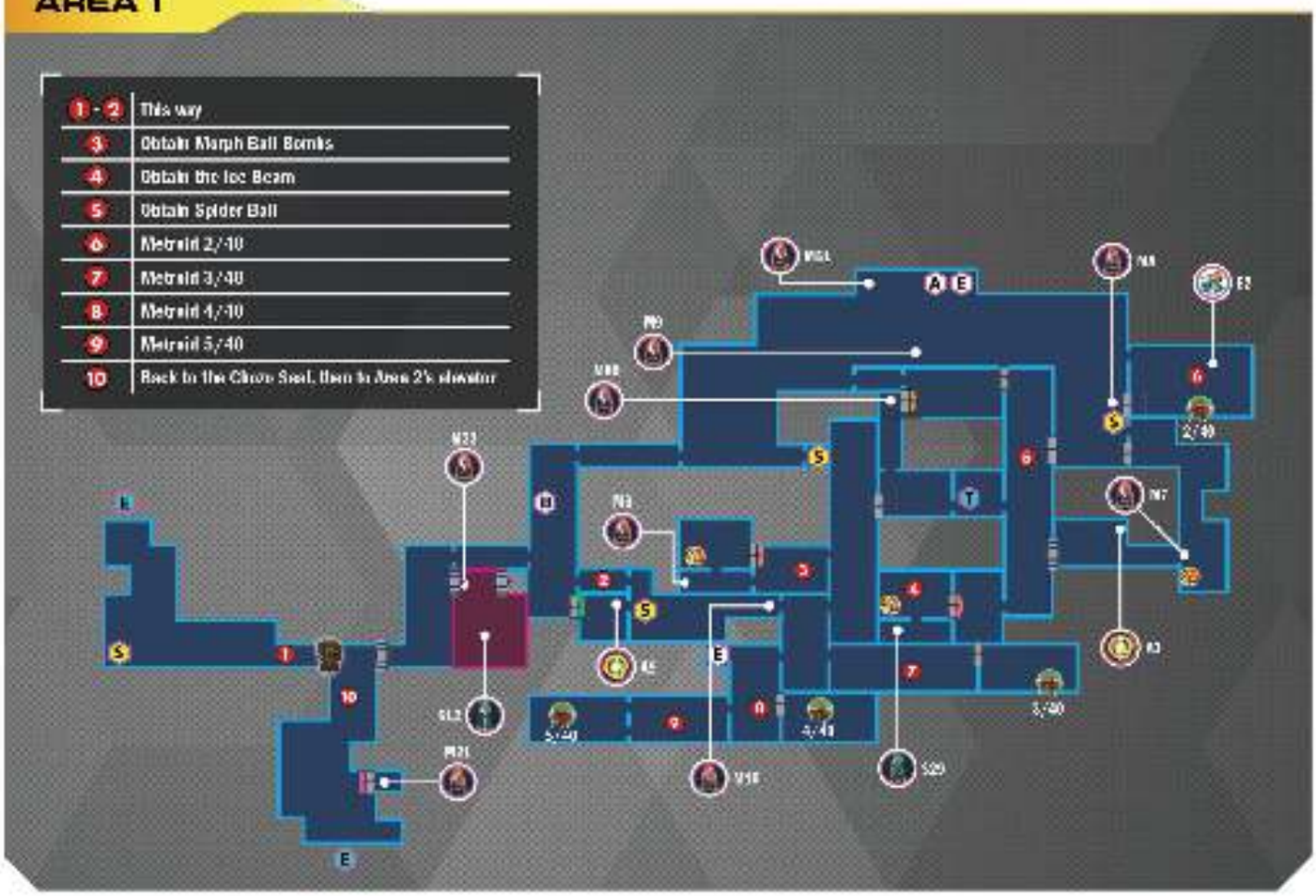
Extras

Walkthrough Quick Reference

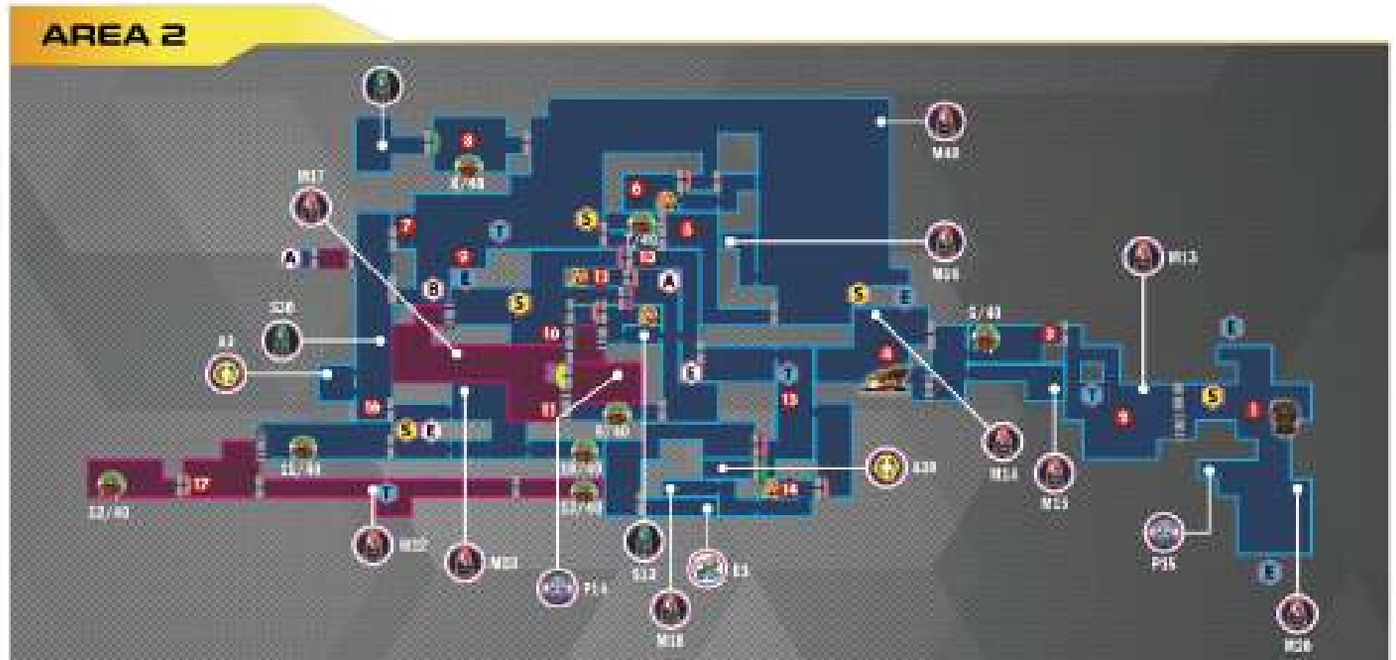
Beating the game in under four hours is no easy feat, so to take the edge off a little bit, have a look at our Walkthrough Quick Reference Guide. This section not only replicates the maps from the Walkthrough, but our tips and tactics are truncated to bite-sized reminders of where to go, what to do, and when to do it. This section is meant for those who've already beaten the game, so expect spoilers ahead.

A quick note before you move on: we placed a lot of numbered tips on the maps to serve as directional beacons to steer you on the right course. As you well know by now, the areas in this game are often maze-like and easy to get lost in. All that said, when you see a tip in this Quick Reference Guide that says "This way," you can bet we're steering you toward that location to get you in-line with the next tip.

AREA 1


1 - 2 This way
3 Obtain Morph Ball Bombs
4 Obtain the Ice Beam
5 Obtain Spider Ball
6 Metroid 2/40
7 Metroid 3/40
8 Metroid 4/40
9 Metroid 5/40
10 Back to the Chozo Seal, then to Area 2's elevator

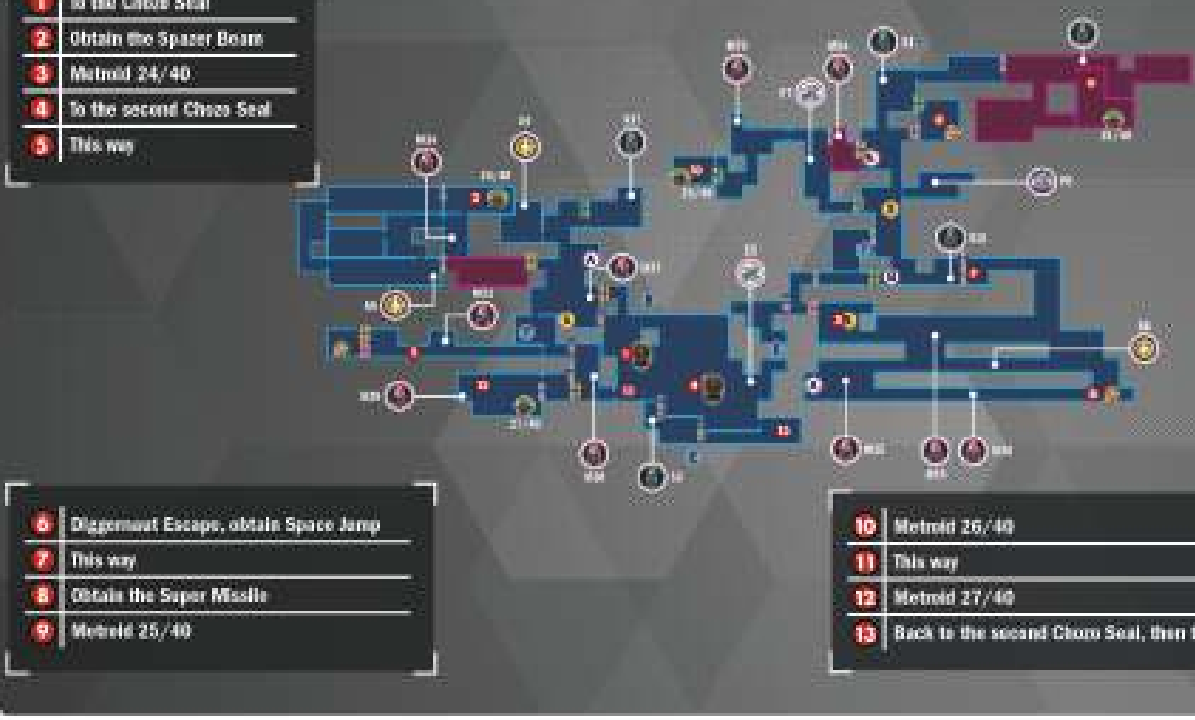
AREA 2


1 - 2 This way
3 Metroid 6/40
4 Obtain Lightning Armor
5 Metroid 7/40
6 Fight Arachnus, obtain the Spring Ball
7 Climb up the room's west wall
8 Metroid 8/40
9 Use the elevator on the room's west side
10 Obtain the Varia Suit
11 Metroid 9/40
12 Obtain the Wave Beam
13 This way
14 Obtain the High Jump Boots
15 Use the Teleport Station to reach the northwest station
16 Metroid 11/40
17 Metroid 12/40, back to the Chozo Seal, then to Area 3

AREA 3

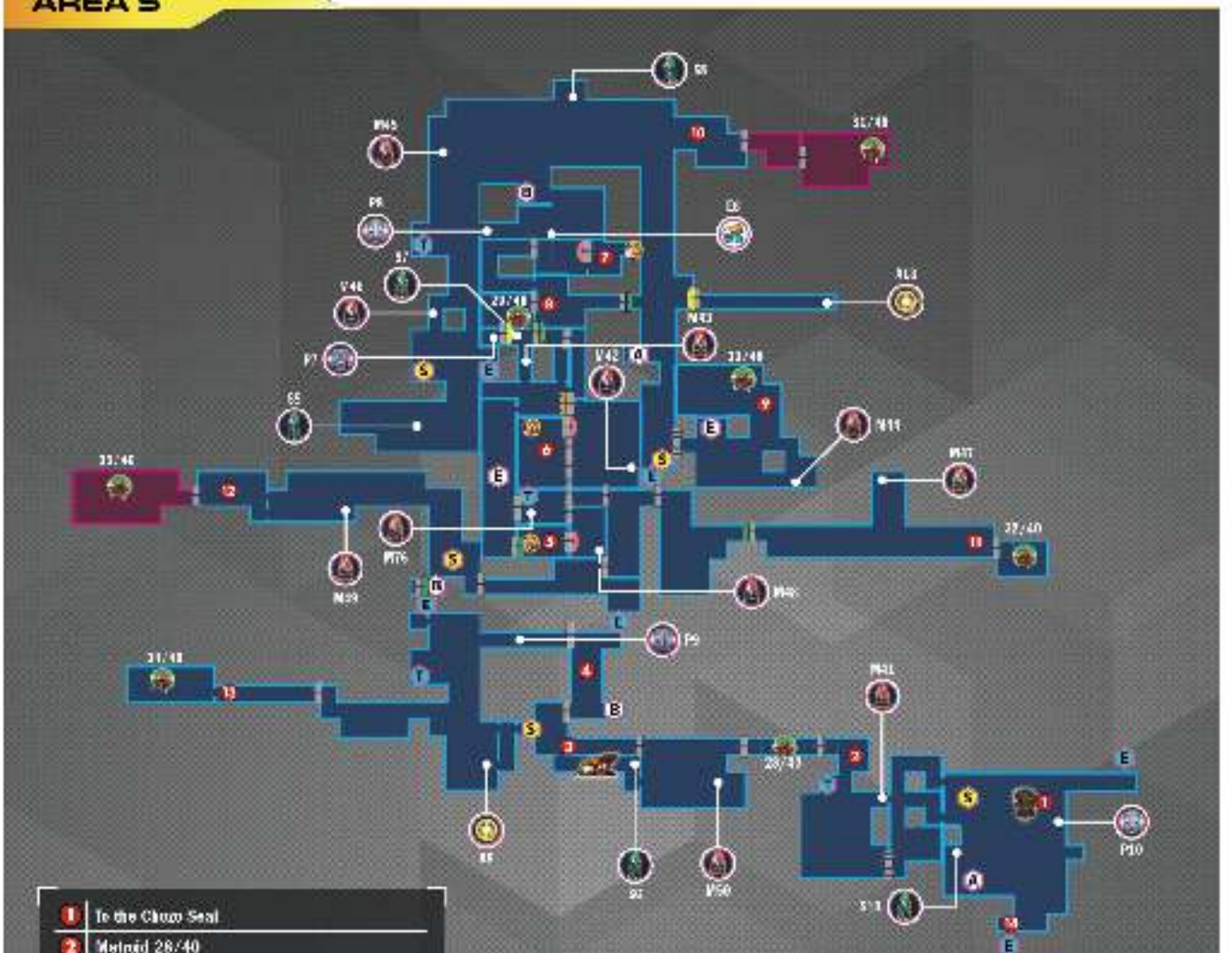
1. To the Chozo Seal
2. Obtain Beam Burst
3. Activate this Teleport Station
4. Obtain the Grapple Beam
5. This way
6. Metroid 14/40
7. This way
8. Metroid 15/40
9. Metroid 16/40
10. Metroid 17/40
11. Use the Teleport Station to reach the northwest station
12. This way
13. Metroid 18/40
14. Metroid 19/40, 20/40
15. This way
16. Metroid 21/40
17. Metroid 22/40
18. Metroid 23/40, back to the Chozo Seal, then to Area 4

AREA 4



1. To the Chozo Seal
2. Obtain the Spazer Beam
3. Metroid 24/40
4. To the second Chozo Seal
5. This way
6. Diggernaut Escape, obtain Space Jump
7. This way
8. Obtain the Super Missile
9. Metroid 25/40
10. Metroid 26/40
11. This way
12. Metroid 27/40
13. Back to the second Chozo Seal, then to Area 5

AREA 5



1	To the Chozo Seal
2	Metroid 28/40
3	Obtain Phase Drift
4	This way
5	Obtain the Plasma Beam
6	Obtain the Gravity Suit
7	Obtain the Screw Attack
8	Metroid 29/40
9	Metroid 30/40
10	Metroid 31/40
11	Metroid 32/40
12	Metroid 33/40
13	Metroid 34/40
14	Back to the Chozo Seal, then to Area 6

AREA 6

A11
M60
M59
S23
1 To the Chozo Seal
2 · 3 This way
4 Metroid 35/40
5 To the second Chozo Seal
6 Metroid 36/40
7 Back to the second Chozo Seal, then this way
8 Fight the Diggernaut; obtain Power Bombs
9 To Area 7

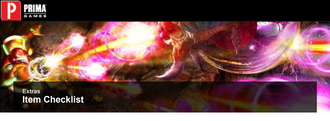
AREA 7

1 To the Chozo Seal
2 This way
3 Metroid 37/40
4 This way
5 Metroid 38/40
6 Metroid 39/40
7 Back to the Chozo Seal, then to Area 8
M62
S21
M63
37/40
A12
38/40
M65
39/40
M66
P2
M61
S20
A14
M60
M77

AREA 8

S26
M74
M73

SURFACE REVISITED



Extras

Item Checklist

Here we provide a list of all item tanks on SR388, along with their locations and what abilities are primarily used to obtain them.

MISSILE TANKS

Label	Location	Primary Abilities Used
M-1	Surface	Morph Ball
M-2	Surface	Morph Ball and Wall Jump
M-3	Surface	Morph Ball
M-4	Surface	Morph Ball
M-5	Surface	Morph Ball
M-6	Area 1	Bombs and Bomb Jump
M-7	Area 1	Bombs
M-8	Area 1	Spider Ball
M-9	Area 1	Bombs and Spider Ball
M-10	Area 1	Bombs and Spider Ball
M-11	Surface	Bombs and Spider Ball
M-12	Surface	Bombs and Spider Ball
M-13	Area 2	Morph Ball
M-14	Area 2	Obtained naturally after getting Lightning Armor
M-15	Area 2	Lightning Armor
M-16	Area 2	Spider Ball
M-17	Area 2	Bombs and Spider Ball
M-18	Area 2	Bombs and High Jump Boots
M-19	Area 2	Bombs
M-20	Area 2	Bombs
M-21	Area 1	Wave Beam, High Jump Boots, and Spring Ball
M-22	Area 1	Varia Suit and Spider Ball
M-23	Area 3	Grapple Beam and Beam Burst
M-24	Area 3	Spring Ball and Bombs
M-25	Area 3	Bombs and Missiles
M-26	Area 3	Grapple Beam, Beam Burst, and Spider Ball
M-27	Area 3	Missiles and Spider Ball
M-28	Area 3	Missiles and Grapple Beam
M-29	Area 3	Missiles
M-30	Area 3	Grapple Beam, Spider Ball, and Bombs
M-31	Area 3	Spider Ball
M-32	Area 2	Beam Burst and Morph Ball
M-33	Area 4	Ice Beam, High Jump Boots, and Morph Ball
M-34	Area 4	Missiles and Spider Ball
M-35	Area 4	Bombs
M-36	Area 4	Bombs
M-37	Area 4	Space Jump and Spazer Beam
M-38	Area 4	Spider Ball and Missiles
M-39	Area 4	Obtained naturally
M-40	Area 2	Space Jump
M-41	Area 5	Bombs
M-42	Area 5	Spider Ball and Grapple Beam
M-43	Area 5	Spider Ball
M-44	Area 5	Beam Burst and Morph Ball
M-45	Area 5	Space Jump and Bombs
M-46	Area 5	Screw Attack
M-47	Area 5	Missiles and Morph Ball
M-48	Area 5	Screw Attack, Morph Ball, and Phase Drift
M-49	Area 5	Bombs
M-50	Area 5	Gravity Suit, High Jump Boots, and Morph Ball
M-51	Area 1	Spider Ball and Bombs
M-52	Area 1	Space Jump
M-53	Area 3	Screw Attack
M-54	Area 4	Gravity Suit and Space Jump
M-55	Area 4	Phase Drift and Morph Ball
M-56	Area 6	Morph Ball
M-57	Area 6	Spider Ball and Bombs
M-58	Area 6	Spider Ball and Bombs
M-59	Area 6	Spider Ball and Bombs
M-60	Area 6	Morph Ball, Bombs, and Phase Shift
M-61	Area 7	Missiles
M-62	Area 7	Power Bombs and Morph Ball
M-63	Area 7	Grapple Beam
M-64	Area 7	Power Bombs
M-65	Area 7	Missiles and Space Jump
M-66	Area 7	Power Bombs
M-67	Area 8	Missiles
M-68	Area 8	Screw Attack
M-69	Area 8	Screw Attack and Power Bombs
M-70	Area 8	Space Jump
M-71	Area 8	Space Jump and Power Bombs
M-72	Area 8	Grapple Beam and Morph Ball
M-73	Area 8	Missiles
M-74	Area 8	Morph Ball
M-75	Surface Revisited	Metroid Hatchling and Power Bombs
M-76	Area 5	Metroid Hatchling
M-77	Area 7	Metroid Hatchling and Bombs
M-78	Area 8	Metroid Hatchling
M-79	Area 4	Space Jump
M-80	Area 1	Spazer Beam and Spider Ball

SUPER MISSILE TANKS

Label	Location	Primary Abilities Used
S-1	Area 4	Morph Ball and Grapple Beam
S-2	Area 4	Super Missile
S-3	Area 4	Grapple Beam, Super Missile, and Morph Ball
S-4	Area 2	Super Missile and Bombs
S-5	Area 3	Space Jump, Super Missile, and Spring Ball
S-6	Area 5	Phase Drift
S-7	Area 5	Phase Drift and Spider Ball
S-8	Area 5	Screw Attack
S-9	Area 5	Beam Burst, Grapple Beam, and Spider Ball
S-10	Area 5	Screw Attack and Phase Shift
S-11	Surface	Plasma Beam
S-12	Area 1	Gravity Suit, Super Missile, and Space Jump
S-13	Area 2	Screw Attack
S-14	Area 3	Super Missile, Phase Drift, Space Jump, Gravity Suit, and Morph Ball
S-15	Area 3	Phase Drift
S-16	Area 3	Gravity Suit, Grapple Beam, and Super Missile
S-17	Area 4	Plasma Beam, Phase Drift, and Grapple Beam
S-18	Area 4	Phase Drift, Spazer Beam, and Morph Ball
S-19	Area 6	Spider Ball
S-20	Area 7	Power Bombs, Super Missile, and Spider Ball
S-21	Area 7	Phase Drift and Spider Ball
S-22	Area 6	Screw Attack, Power Bombs, and Grapple Beam
S-23	Area 6	Power Bombs, Grapple Beam, and Screw Attack
S-24	Area 8	Spider Ball and Bombs
S-25	Area 8	Screw Attack, Spider Ball, and Bombs
S-26	Area 8	Phase Drift
S-27	Surface Revisited	Space Jump and Spider Ball
S-28	Surface Revisited	Power Bombs
S-29	Area 1	Metroid Hatchling
S-30	Area 2	Metroid Hatchling, Super Missile, and Bombs

ENERGY TANKS

Label	Location	Primary Abilities Used
E-1	Surface	Morph Ball
E-2	Area 1	Obtained naturally
E-3	Area 2	Wave Beam and Morph Ball
E-4	Area 3	Bombs
E-5	Area 4	Obtained naturally
E-6	Area 5	Super Missile, Morph Ball, and Grapple Beam
E-7	Area 4	Screw Attack and Morph Ball
E-8	Area 6	Morph Ball
E-9	Area 7	Power Bombs
E-10	Area 8	Screw Attack and Spider Ball

AEION TANKS

Label	Location	Primary Abilities Used
A-1	Area 1	Spider Ball and Bombs
A-2	Area 3	Grapple Beam
A-3	Area 2	Grapple Beam
A-4	Area 4	Bombs
A-5	Area 4	Bombs
A-6	Area 4	Bombs
A-7	Area 3	Grapple Beam and Spazer Beam
A-8	Area 5	Obtained naturally
A-9	Area 1	Plasma Beam and Phase Drift
A-10	Area 2	Plasma Beam
A-11	Area 6	Bombs, Phase Drift, and Grapple Beam
A-12	Area 7	Power Bombs
A-13	Area 5	Power Bombs
A-14	Area 7	Screw Attack, Grapple Beam, Morph Ball, and Missiles
A-15	Surface Revisited	Grapple Beam

POWER BOMB TANKS

Label	Location	Primary Abilities Used
P-1	Area 6	Power Bombs
P-2	Area 7	Power Bombs, Spider Ball, and Phase Shift
P-3	Area 3	Power Bombs
P-4	Area 3	Power Bombs
P-5	Area 3	Power Bombs
P-6	Area 4	Power Bombs
P-7	Area 5	Power Bombs
P-8	Area 5	Grapple Beam and Power Bombs
P-9	Area 5	Power Bombs
P-10	Area 5	Power Bombs and Grapple Beam
P-11	Area 6	Power Bombs
P-12	Area 8	Power Bombs
P-13	Surface	Metroid Hatchling
P-14	Area 2	Power Bombs and Metroid Hatchling